DECEMBER VOLUME 43 U.S. $3.50 / CANADA $4.50

NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARD & ADDRESS CORRECTION

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

NES BATMAN RETURNS

ROAD RUNNER'S DEATH VALLEY RALLY

0 45496 69041 0

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

GIVE THE

This gift kee

"BET YOU DIDN'T KNOW I COULD BRING SOMETHING THIS COOL!"
NINTENDO POWER
SUPER POWER CLUB

It's the gift that keeps coming every month!

The club is the one gift they keep getting every month. When you give the Super Power Club, you're giving nearly $100.00 worth of members-only Nintendo essentials for just $15! Members get a full year of Nintendo Power Magazine's tips, strategies and full-color maps, $36.00 in Power Certificates to use toward popular game paks for all three systems, Power Trading Cards, a free system cleaning and the members-only Super Power Issue!

NINTENDO POWER
STREET FIGHTER

$5 OFF SUPER NES GAME PAK
SUPER MARIO KART
$5
METROID
$4

SUPER POWER CLUB
SUPER POWER ISSUE!

SUPER POWER CLUB
Mega Man 4
Super Mario Bros. 3

NINTENDO POWER
SUPER POWER CLUB™

TO:
FROM:
SUPER POWER CLUB

Just fill out this order form, include the name and address of the person you're giving the membership to, your own name and address, and your payment or credit card information. Put it in an envelope and mail to Nintendo Power® Super Power Club, P.O. Box 97043, Redmond, WA 98073-9743. Canadian residents be sure to use an international postage stamp.

☐ **YES! SEND TWO FULL YEARS** of club benefits, including 24 issues of Nintendo Power for just $30!*

☐ **YES! SEND ONE FULL YEAR** of club benefits, including 12 issues of Nintendo Power for just $15!*

**Prices listed apply to U.S. residents only. Washington State residents add 8.2% sales tax: total $32.46 for a 2-year membership and $16.23 for a 1-year membership. Canadian residents pay $44.94 Canadian funds for a 2-year membership and $22.47 for a 1-year membership (includes all applicable taxes).*

Detach the gift certificate, indicate the length of the membership you're giving (1 or 2 years) and you've got the hottest holiday gift all wrapped up.

SEND THIS MEMBERSHIP GIFT TO:

NAME ____________________

ADDRESS ____________________

CITY ____________________

STATE __________ ZIP __________

( ) ____________________
TELEPHONE NUMBER

I'm paying for the membership by:

☐ **Check or Money Order (Payable to Nintendo)**

☐ **VISA** ☐ **MasterCard**

CREDIT CARD NUMBER ____________________ EXP. DATE ___/___

CARDHOLDER'S NAME ____________________

X ____________________
CARDHOLDER'S SIGNATURE

Please provide us with your name, address and phone number in case we need to contact you regarding this gift membership.

NAME ____________________

ADDRESS ____________________

CITY ____________________

STATE __________ ZIP __________

( ) ____________________
TELEPHONE NUMBER

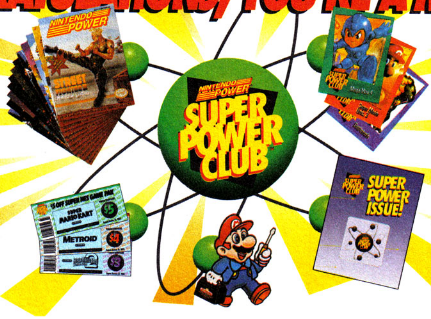
1031

PUT IT UNDER THE TREE! CALL 1-800-255-3700 TO GIVE A MEMBERSHIP!

Order by VISA or MasterCard. Call Mon.-Sat. 4 a.m. to 12 midnight Pacific Standard Time (PST). Sunday 6 a.m. to 7 p.m. (The Nintendo representative will need to speak to the person whose name appears on the credit card.)

CONGRATULATIONS, YOU'RE A MEMBER!

Somebody cool gave you a ____-year membership in the SUPER POWER CLUB!

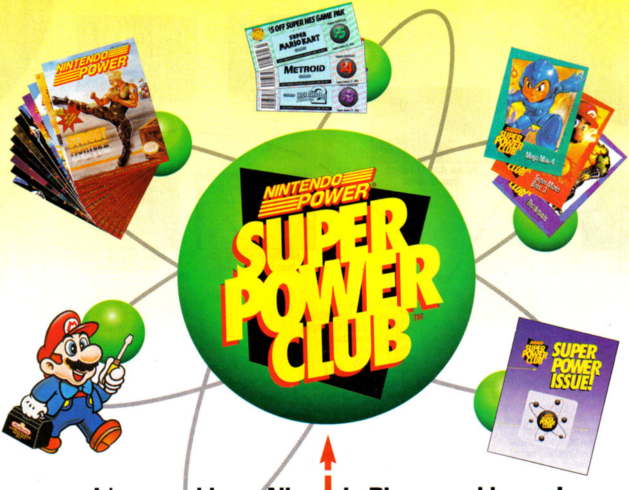


It's everything a Nintendo Player could want! Soon you'll be one of nearly a million players that get Nintendo Power Magazine every month, plus you'll get Power Trading Cards to collect and win game paks, $36.00 in Power Certificates, a members-only Super Power Issue, and a free system cleaning. You'll get an official membership pak that explains it all!

CLUB!

ONE FULL YEAR FOR JUST $15!

ps coming all year long!



NINTENDO POWER
STREET FIGHTER II
$5 OFF SUPER NES GAME PAK
SUPER MARIO KART
$5
METROID
$4
$3
Mega Man 4
Super Mario Bros. 3
Battletoads
NINTENDO POWER
SUPER POWER CLUB™
SUPER POWER ISSUE!

It's everything a Nintendo Player could want!

Just look at everything you'll be giving for only $15! Every month, members get all the tips, tricks and strategies Nintendo Power is famous for, plus we'll send them Power Trading Cards they can collect to win game paks every month! There's also a members-only Super Power Issue in January, $36.00 in Power Certificates to use like cash toward popular game paks for all three systems, and a certificate for a free system cleaning.

CALL 1-800-255-3700 TO GIVE A MEMBERSHIP!

Order by VISA or MasterCard. Call Mon.-Sat. 4 a.m. to 12 midnight Pacific Standard Time (PST). Sunday 6 a.m. to 7 p.m. (The Nintendo representative will need to speak to the person whose name appears on the credit card.)

POWER OF CHOICE
$99.99*
SUPER NES CONTROL SET™

Puts you in control.

The new SUPER NES CONTROL SET™ gives you the ultimate power of choice. We've given Mario a break by taking the Game Pak out of the package and lowered the price to put the control where it belongs -- with you! So the question arises: Which game will you buy first? How about the arcade sensation Street Fighter II? It's a knock out! Are you into art? Mario Paint (sold with the new Super NES Mouse) may be just the ticket. How about the new epic Legend of Zelda game? F-Zero? Final Fantasy II? Are your sights set on the amazing Super Scope 6? The choice is yours. And with a price tag of only $99.99* lookin' you in the face, how can you refuse? Exercise your power to choose. CHOOSE CONTROL!

Make your choice from over 125 Super NES games planned for release by the end of the year.

Nintendo®

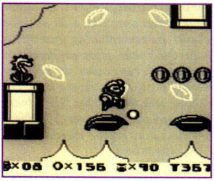
* Suggested retail price.

DECEMBER 1992 VOLUME 43

THE BAT SIGNAL BLAZES INTO THE SKY AND BATMAN RETURNS TO GOTHAM CITY.

NES

BATMAN RETURNS 8
JAMES BOND JR. 14
TECMO NBA BASKETBALL 18
CAESARS PALACE 22



GAME BOY

SUPER MARIO LAND 2
6 GOLDEN COINS 44
BONK'S ADVENTURE 52
LOONEY TUNES 56

SUPER NES

DESERT STRIKE:
RETURN TO THE GULF 72
ROAD RUNNER'S
DEATH VALLEY RALLY 76
SPIDER-MAN AND
THE X-MEN IN ARCADE'S REVENGE ... 83
PUSH-OVER 90
BATTLE CLASH/BAZOOKA BLITZKRIEG/X-ZONE ... 94

TIPS FROM THE PROS

CLASSIFIED INFORMATION 24
COUNSELORS' CORNER 68
NESTER'S ADVENTURES 100

THE INFO ZONE

CELEBRITY PROFILE 105
NEXT ISSUE 114

VIDEO UPDATES

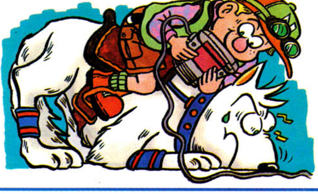
NOW PLAYING 106
PAK WATCH 110

COMICS

THE LEGEND OF ZELDA 28
SUPER MARIO BROS. 60

PLAYER'S FORUM

PLAYER'S PULSE 6
PLAYER'S POLL CONTEST 98
POWER PLAYERS 101
TOP 20 102



A few issues back, we asked what you thought were the most important attributes for a great video game system to have. The responses ranged from having great response from the Controllers to the ability to play a wide variety of games. Here are just some of your comments:

I've got all three Nintendo systems and I'm pleased with every one. What I look for in a game is its graphics, sound, style and difficulty. Metroid II is a perfect example. The one thing I've looked for and found in every Nintendo product is quality. One more thing: get the Super NES. It's worth it...trust me.

Chris Olien
Lawrenceville, GA

The Super NES is by far the superior 16-bit video game system. Many competitors' games fall behind in graphics, play control and overall quality. The Super NES looks the best, plays the best and just feels the best. Keep up the good work!

Jason Gerstorff
Louisville, KY

I believe that Super NES games are ten times more challenging than games for other systems and with the price of the Super NES getting lower...there's no comparison.

Jason N. Bruck
Marietta, NY

Yoshi stowed away in my suitcase as I headed back from a vacation in Dinosaur Land. When I found him he was chewing on my new Nintendo Power. After I got it away from him I saw your Player's Pulse question. Yoshi and I both agree that the NES, Super NES and Game Boy are the best! We think it's because of the endless hours of challenge and fun. Yoshi loves the taste, although he says the Game Boy could use more oregano. I'll mail Yoshi back as soon as I find enough stamps.

Joe Rheaume
Madison, WI

Why aren't there any good games coming out for the NES now? I don't have a Super NES!

Stephen Tate
Albuquerque, NM

Well, Stephen, there are great games coming for the NES, Mega Man V, for example, but it does seem like a lot of game developers are concentrating their efforts on Super NES titles. However, developers know that they can't avoid the immense number of NES owners for too long. You can always look through the NES library again, Stephen. With over 500 NES games available, maybe there's a game you may have missed!

Which section in Nintendo Power would you eliminate to make room for YOUR monthly column? What would you call your new section and what would you put in it to make it irresistible for other readers and players? We'd like to know!

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA
98073-9733

CD ROM NEWS!

Just in case you hadn't heard, Nintendo has announced that its upcoming CD ROM system will feature a custom 32-bit co-processor. We are convinced that a 16-bit processor will not provide game players with significantly enhanced and unique video games. By offering enhanced processing power and speed, we are confident that our CD ROM, when coupled with a Super NES, will offer a truly superior game experience to cartridge-based games. Thank you for all of the letters asking questions about the CD ROM system. We'll keep you posted as more details are released about this exciting accessory!

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR DECEMBER '92

#45
CENTIPEDE

#32
SUPER R-TYPE

#10
DRAGON WARRIOR III

RARE/ BATTLETOADS

CONTEST WINNER

Eric Hince, from Chicago Ridge, IL, was selected as the winner of our Player's Poll contest from Volume 32. Last June, Eric, two of his family members, a friend and a Nintendo Power Editor jetted across the Atlantic ocean to jolly ol' England to visit the Rare Soft offices and to see the British sights. Rare is operated by the Stamper brothers, Tim and Chris. Their company is responsible for programming the immensely popular Battletoads games. Eric got to see the Super NES verison of Battletoads while it was still under construction. He also had an opportunity to meet with the developers and programmers and offer some suggestions on various aspects of the new BattleManiacs game!

Eric, along with Chris (left), and Tim (right) Stamper bask in the glow of the Rare offices and the new Super NES Battletoads game.

EDITOR'S CORNER

Just who are George and Rob, anyway? This is a question which I've been hearing from a great number of readers. Well, I'll tell you a bit about them. George Sinfield is a Staff Editor for Nintendo Power and has been reviewing and writing about games since we started the magazine. He is a member of Nintendo's Game Evaluation squad. Rob Noel is a member of the Game Evaluation team as well and also fills the position of Assistant Trade Advertising Manager for Nintendo's Marketing Division. Both George and Rob play active roles in helping Nintendo produce the best games possible and they don't pull any punches in their Now Playing column. Trust them.

Gail Tilden
Editor in Chief

PHONE DIRECTORY

Nintendo Power Subscriptions
1-800-521-0900

Subscriptions and renewals only.
24 hours a day, 7 days a week.

Consumer Service
1-800-255-3700
(TDD 1-800-422-4281)

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday.

Spanish and French-speaking representatives are available.

Game Counseling
1-206-885-7529
(TDD 1-206-883-9714)

Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whomever pays the bill.

NINTENDO POWER®

STAFF

Publisher — *M. Arakawa*
Producer in Chief — *Hiroyuki Kato*
Editor in Chief — *Gail Tilden*
Senior Editor — *Pam Sather*
Editors — *Scott Pelland, George Sinfield, Leslie Swan, Jeff Bafus, Dan Owsen, Rob Noel*
Editorial Consultants — *Howard Lincoln, Peter Main, Phil Rogers, Juana Tingdale, Tony Harman*

Cover Design — *Griffes Advertising*
Copy Coordinators — *Machiko Oehler, Theresa Tibbs, Suzanne Barnott, Lana Huffman*

Director of Production — *Tsutomu Otsuka*
Producer — *Yoshio Tsuboike*
Project Coordinators — *Hiroyuki Kurano, W. David Mellen, Keiji Hamada, Emi Toyama, Satomi Gotoh*

Electronic Prepress — *David A. Day, Robert A. Baker*

Art Director — *Yoshi Orimo*
Concept & Design — *Work House USA, Yukio Yamashita, Yoshi Orimo, Hiroko Nagami, Wendy Salvatori, Jeff Hazard, Sonja Morris, Rob Soo, Katsuyuki Asanuma, Desu Iwamoto, Yushi Ozeki, Nob-Rin Takagi*

The Legend of Zelda Illustrator/Writer — *Shotaro Ishinomori*
Super Mario Adventures Illustrator — *Charlie Nozawa*
Story Concept — *Kentaro Takekuma*
Illustrators — *Hiroko Nagami, Jim Frizino, Makikazu Omori, Orange Nakamura, Toshisada Nobuhara, Nicki Salvin-Wight, Jeff Hazard*

VOLUME 43—DECEMBER1992
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published monthly at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, WA 98052.

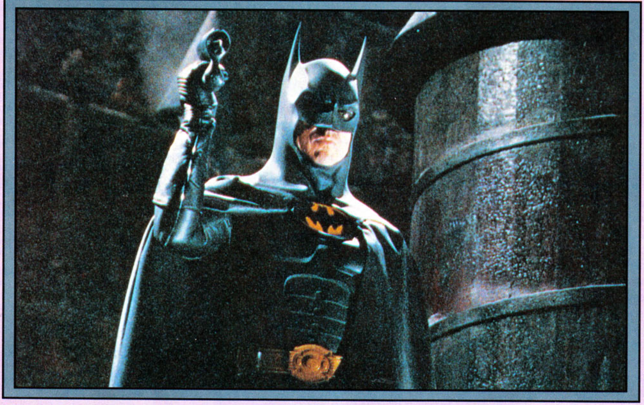
© 1992 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A.

Color Separations by Dai Nippon Printing Co., Ltd.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.
TM & © for games and characters are owned by the companies who market or license those products.

Batman and related elements are the property of DC Comics Inc.
TM & ©, 1992, All Rights Reserved © 1992 Konami

BATMAN™ RETURNS

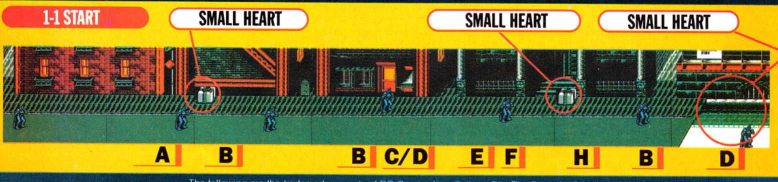


THE BAT, THE CAT, THE PENGUIN

It may be winter in Gotham City, but things are about to heat up. While The Penguin hatches sinister plans, Catwoman lurks in the shadows and the Bat-Signal beams into the night. Konami's NES adaptation follows the movie story line in cinema scenes, but the real action lies in six knock down stages with the Dark Knight. A great variety of attacks includes Jump Kicks, Slides, and the Spinning Cape, plus the use of selected gadgets. It is more of a street fight than the original Sunsoft game, but the challenge remains. It is time for Batman to return.

STAGE 1: GOTHAM PLAZA

The Red Triangle Circus Gang bursts out of a giant gift box and the citizens are thrown into terror and confusion. Batman must take back the streets.



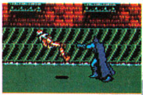
The following are the trademark property of DC Comics Inc.: Gotham City, The Penguin, Catwoman, Bat-Signal, Dark Knight, Red Triangle Circus Gang, Batarang, Batmobile, Bruce Wayne, Oswald Cobblepot

COMIN' AT YOU!

BATMAN RETURNS

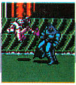
A. THIN CLOWN

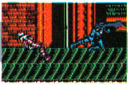
The Thin Clown is the most basic enemy in the game and usually attacks in groups of two or three. A few blows will defeat each one, but you must be ready to contend with attacks from the front and behind.



B. THIN CLOWNS 2

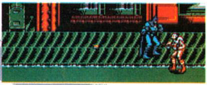
Most enemies, including Thin Clowns, come in a variety of colors. Sometimes the different colored foes are stronger, but their attacks are the same.





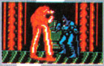
C. GUN CLOWN

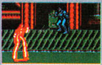
Gun Clowns fire three shots in a row at Batman, but not continuously. Quickly approach and Punch these riotous riflemen before they get a shot off.



D. STILT WALKER

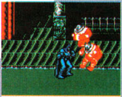
Stilt Walkers usually show up in pairs. They have a mean kick, but they don't use it often. It is easy to close in on them and knock them off their stilts using either a Punch or Jump Kick.





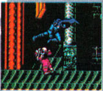
E. FAT CLOWN

Fat Clowns also appear in pairs. Usually, a third Fat Clown appears after one of the original pair is defeated. These rolly polly foes can take a beating. Watch out for their rolls and hops. A Jump Kick followed by a Punch is the best attack.



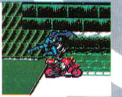
F. NINJA CLOWN

These quick-moving entertainers are no joke. The Ninja Clown can beat you with a stick or karate kicks. Use your Punch attack when you're close to him and the Jump Kick or Slide when you're further away. With most enemies, you can let them come to Batman, but you should go after this guy as soon as he appears.



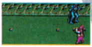
G. SKELETON BIKER

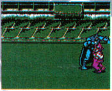
Skeleton Bikers try to run over Batman, sometimes singly and sometimes in pairs. Three Jump Kicks will knock the big-headed bikers to the ground. Watch out for the fast Wheelies in the lower part of the screen. You'll have less time to attack or to get out of the way.



H. SHOOTING THUG

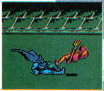
The Thug group of enemies is one of the most persistent in the game. Shooting Thugs fire straight to the left and right. Stay out of the line of fire and close in to Punch them.





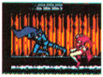
I. FIRE BREATHER

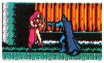
Fire Breathers have two strong attacks: the Fire Breath and the Pitch Fork. Always approach them on an angle to avoid being hit by a fire ball. When you're close, Jump Kick the Fire Breather and follow it with a Punch, then back off to the far side of the screen to avoid the Pitch Fork.



J. KNIFE THROWER

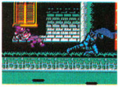
These ladies are skilled with their cutlery, but predictable in their patterns of movement. Lure them to the top of the screen, then attack when they draw even with Batman.





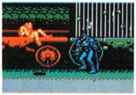
K. THUG

Thugs always seem to work in teams. As many as three Thugs may close in on Batman at a time. Move to the top or bottom of the screen to reduce the sides on which you can be attacked. If all three close in, Jump Kick away from them. Try to get to each Thug by himself before attacking.

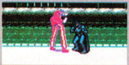


L. ACROBAT

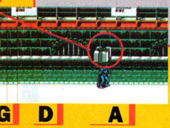
The Acrobat's attack consists of flying somersaults aimed at Batman. If you stand just beyond the point where an acrobat will land, you can Punch him when he comes down. Look for a spot in the middle of the screen.



SLIP AND SLIDE



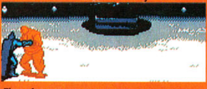
The slick ice keeps Batman on the move even when he wants to stop. If you have trouble slipping into enemies, use the Slide attack to charge right through them.



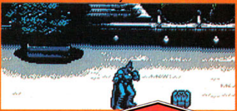
TO 1-2

1-2: TATOOED STRONGMAN

Batman's first major challenge is the Circus' Tatooed Strongman. He greets the Dark Knight by hurling a heavy barrel in his face. Dodge the barrel then move to the lower left corner. Use the Slide from just beyond arm's length to get close, then Punch continuously. You'll win a box that extends your Life Meter.

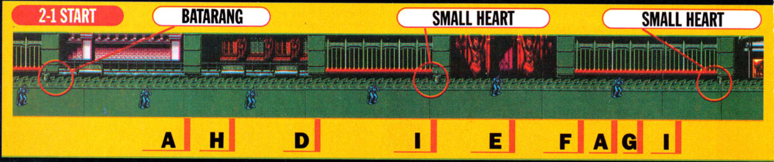


The safest way to win is to stay in the left corner and keep Punching the Tatooed Man.



STAGE 2: CATWOMAN

Catwoman may have had notions of teaming up with Batman, but now she is setting him up for the fall. Batman must race to the roof to try to save the Ice Princess.

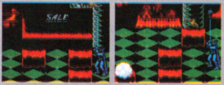

2-1 START
BATARANG
SMALL HEART
SMALL HEART
A
H
D
I
E
F
A
G
I

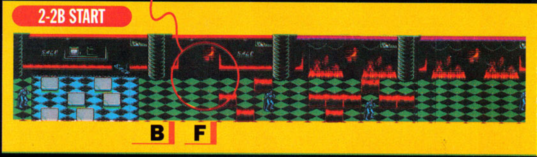
MAP KEY

- A. THIN CLOWN
- B. THIN CLOWNS 2
- C. GUN CLOWN
- D. STILT WALKER
- E. FAT CLOWN
- F. NINJA CLOWN
- G. SKELETON BIKER
- H. SHOOTING THUG
- I. FIRE BREATHER
- J. KNIFE THROWER
- K. THUG
- L. ACROBATS

TOY HELICOPTERS

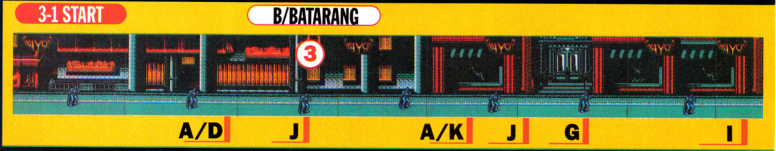
On the second floor, Batman is bombed by three Toy Helicopters. Each bomb blows a large hole in the floor. Use the Grappling Hook to ground the helicopters permanently.

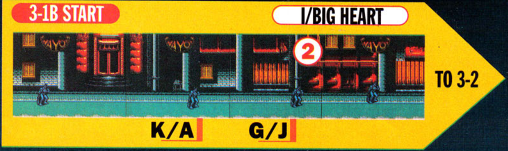



2-2B START
B
F

STAGE 3: THE ICE PRINCESS

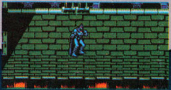
Batman is looking high and low for the Ice Princess. You can eavesdrop on The Penguin if you sneak into the buildings, but if you don't climb through the correct window, you may be trapped in this stage forever.


3-1 START
B/BATARANG
3
A/D
J
A/K
J
G
I


3-1B START
I/BIG HEART
2
TO 3-2
K/A
G/J

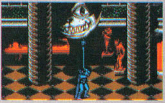
BAT SLIDE

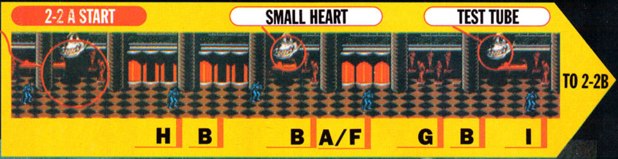
Clowns and Skeleton Bikers aren't your only problem on the rooftop. Gravity also works against Batman. As you fight, you'll slide ever closer to the edge of the roof. If you fall, you'll lose energy.



CAT'S EYES

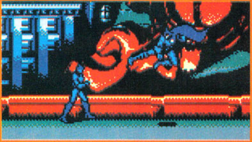
Use the Grappling Hook to break the glass eyes of the cat statues in Shreck's Department Store. One of the eyes contains a Small Heart, and the other contains a special formula in a Test Tube that can be used against Catwoman.




2-2 A START
SMALL HEART
TEST TUBE
TO 2-2B
H
B
B
A/F
G
B
I

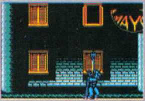
2-3: CATWOMAN

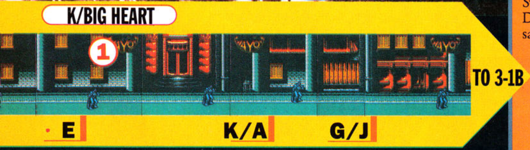
Don't give Catwoman a chance to sink her claws into you. Use the Test Tube from the Cat's Eye to reduce half of her energy.

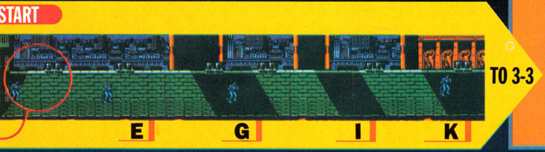


INS AND OUTS

The stage becomes an endless loop unless you enter the correct window. Climb into Window 1 as indicated on the map. In the room, you must defeat some of the Red Triangle Circus Gang. When you exit, you'll leave through Window 3. Now you can reach the end.

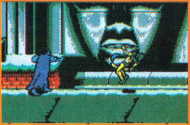


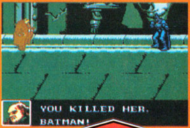

K/BIG HEART
①
TO 3-1B
E
K/A
G/J


START
TO 3-3
E
G
I
K

3-3: DOUBLE TROUBLE

Use the Batarangs you collected at the beginning of this stage to give the Swordsman four or five quick hits. Defeat the second Tatooed Man the same as the first.





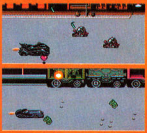
YOU KILLED HER, BATMAN!

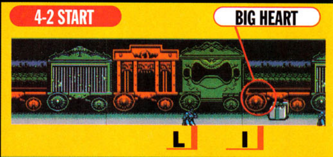
STAGE 4: THE CIRCUS TRAIN

The Batmobile is in hot pursuit of the Circus Train while coming under attack from all sides. If you survive, the Circus itself is filled with enemies including the machine-gun toting Organ Grinder.

4-1: THE BATMOBILE

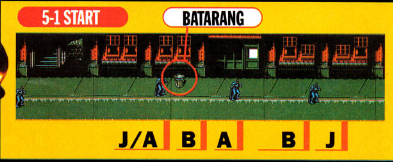
Batman blazes after the Circus Train in the ballistic Batmobile. The game suddenly becomes a side-scrolling shooter. You can blast obstacles ahead of you with twin guns, or knock them off the road with an explosive Batdisk that takes the place of your Batarang for this area. You'll have to react quickly to dodge obstacles and pick up Hearts and Batdisks.





STAGE 5: PENGUIN'S ARMY

Don't these clowns ever give up? Not with The Penguin in control. Batman has another tough street fight before tracking down The Penguin's remote control, which controls his feathered friends.

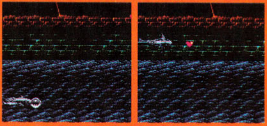


STAGE 6: THE PENGUIN

The final battle with The Penguin takes place in the Arctic World Pavilion where Batman slips headlong into danger on the icy ground. To get there, he'll have to race through the sewers in his flying machine.

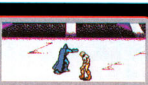
6-1: TAKE FLIGHT

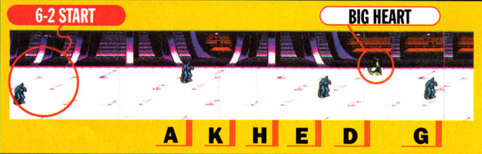
Batman takes to the sewers in his flying machine for some high speed, dodging action. The Penguin Army stands in the way, but there are lots of Hearts and Batarangs to collect.



SLIDE, DON'T SLIP

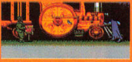
Whenever Batman takes a step, he'll slip forward out of control for two spaces. Instead, move using the Slide technique. You'll stop just like normal.

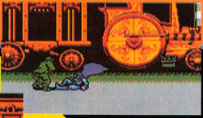


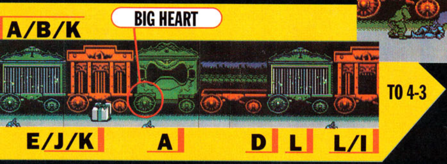


4-3: THE ORGAN GRINDER

The first lesson Bruce Wayne learned about fighting crime is to have a plentiful supply of Batarangs when facing an enemy boss like the Organ Grinder. After the whirling Batarang attack, use the Slide attack to get in close. It takes multiple hits before damage shows on the boss's energy meter.


Use your Batarangs against the Organ Grinder.



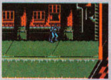


MAP KEY

A. THIN CLOWN
B. THIN CLOWNS 2
C. GUN CLOWN
D. STILT WALKER
E. FAT CLOWN
F. NINJA CLOWN
G. SKELETON BIKER
H. SHOOTING THUG
I. FIRE BREATHER
J. KNIFE THROWER
K. THUG
L. ACROBATS

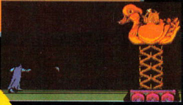
A MESSAGE IN THE PARK

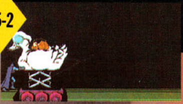
Catwoman gives you the scoop about The Penguin's HQ. It is from here that he controls his flock of bird-brained bombers. You'll have to battle your way past The Penguin's army.

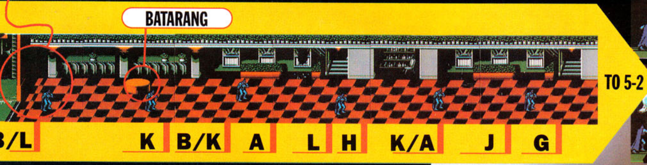


5-2: DUCK VEHICLE

Save your Batarangs for use against this feather-fendered foe and throw them from the relative safety of the top left side of the screen. When the Duck Vehicle closes in, Punch it and jump over the green energy ball.

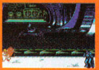


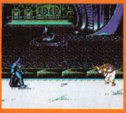


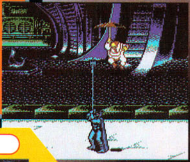


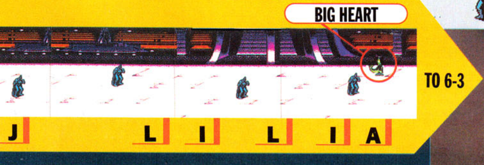
6-3: THE PENGUIN

The Penguin, a.k.a. Oswald Cobblepot, may have forgiven his parents for abandoning him, but he'll never forgive Batman for foiling his plot. In the final battle, use the Grappling Hook when The Penguin flies overhead.




Get the best ending by playing through the game with one life.

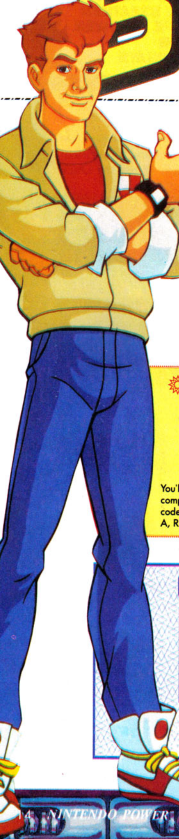




JAMES BOND JR™

*Junior . . . James Bond Jr. explodes onto the NES scene with this exciting spy adventure from T*HQ. The sinister S.C.U.M. Lord has kidnapped the greatest scientific minds on Earth. As James, your assignment is to fly undercover to S.C.U.M. Lord's remote Caribbean island and save the scientists. In four dangerous missions, you'll dismantle the island's defenses, steal the blueprints for the S.C.U.M. Lord's weapon, destroy a secret munitions factory and free the scientists. Time is tight and your enemies are very crafty. You'll only succeed if you live up to your famous uncle's super spy reputation.*

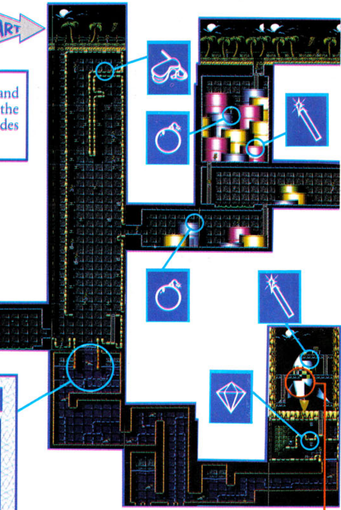
© 1992 T*HQ, Inc.
© 1992 Eon Productions Ltd. Mac B., Inc.
Logo © 1991 Danjaq S.A. & U.A.C.



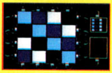
MISSION ONE

S.C.U.M. Lord's island is protected by five Missiles which will be activated in 45 minutes. Your first mission is to track down these devices and disable their weapons systems. This assignment requires quick reflexes and a keen mind. The only way to make the Missiles harmless is by cracking the codes for each Missile Computer.

START

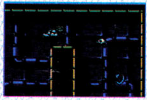


MISSILE COMPUTER



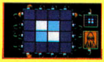
You'll disable the device by matching the computer grid to the picture. Enter this controller code to solve the puzzle: A, Left, A, Left, Left, A, Right.

UNDERWATER ACTION



Dangers of the deep are plentiful. You'll only survive by strapping on the Scuba Gear and swimming around the mines and fish that fill this underwater passage.

MISSILE COMPUTER



The controller code solution for this Missile is: B, Up, Right, Right, B, B, Down, Down, A, A, Left.

TOP SECRET SPY GEAR

AMMUNITION BOX
Grab this package to max out your Bullet count at 99.

LARGE HAMBURGER
Chow down on this snack and bring back three health meter units.

SMALL HAMBURGER
This bite-sized Power-Up will replenish a single unit of health.

BOMB
By securing this device, you'll have 99 Bomb-tossing opportunities.

NUKE BOMB
A powerful Nuke Bomb destroys all enemies in the immediate vicinity.

FLARE
A flash of light from a Flare stuns enemies who aren't prepared.

JET PAC
Strap on this high tech item and soar to new heights.

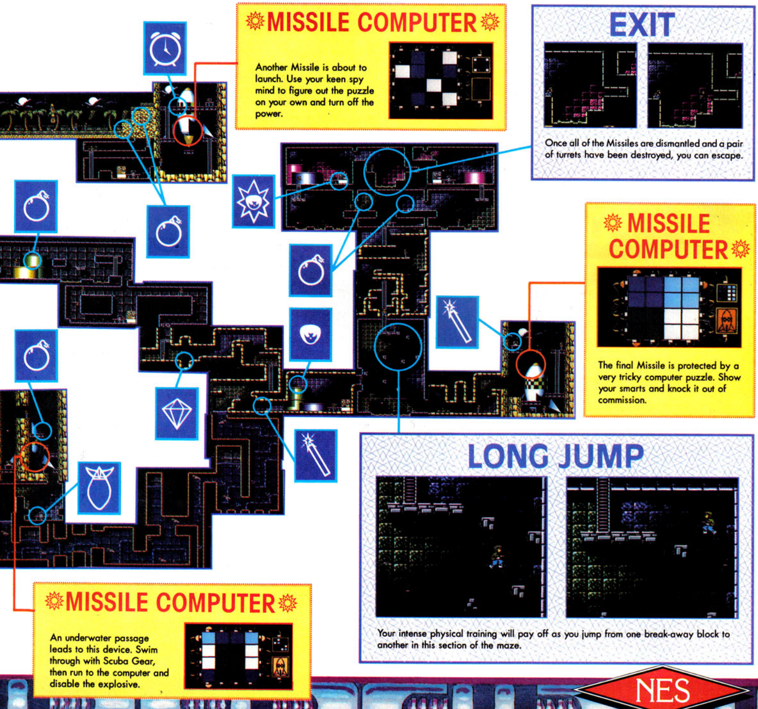
SCUBA GEAR
This is a must-have item for underwater exploration.

SHIELD
When the Shield is activated, you'll be protected with temporary invincibility.

JAMES' HEAD
Grab the master spy's likeness to earn an extra life in reserve.

CLOCK
You'll buy more time for mission completion by collecting this item.

DIAMOND
Pick up precious stones to improve your super spy score.



MISSILE COMPUTER

Another Missile is about to launch. Use your keen spy mind to figure out the puzzle on your own and turn off the power.

EXIT

Once all of the Missiles are dismantled and a pair of turrets have been destroyed, you can escape.

MISSILE COMPUTER

The final Missile is protected by a very tricky computer puzzle. Show your smarts and knock it out of commission.

LONG JUMP

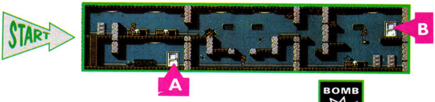
Your intense physical training will pay off as you jump from one break-away block to another in this section of the maze.

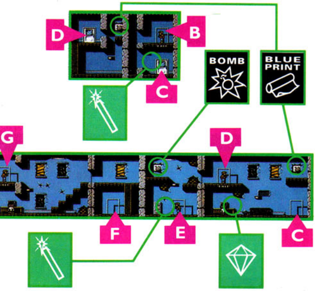
MISSILE COMPUTER

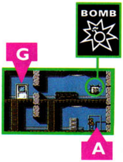
An underwater passage leads to this device. Swim through with Scuba Gear, then run to the computer and disable the explosive.

MISSION TWO

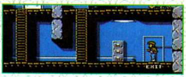
Now that the island's defenses are destroyed, you can get down to stopping the construction of the World Domination Device. Six blueprints are locked away in S.C.U.M. Lord's office. Find the safes in the office and steal their contents before your cover is blown. You have 25 minutes to carry out this mission.







IN AND OUT

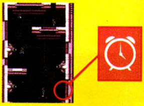


The corridors of the office are connected with doorways. Open the doors by pressing Up and Down on the Control Pad.

MISSION THREE

The blueprints are in safe hands, but parts for the World Domination Device remain. Your third mission is to infiltrate the munitions factory and destroy the device parts in the factory's hidden machine rooms. You have 35 minutes to find all six of the rooms and to blast the parts inside.

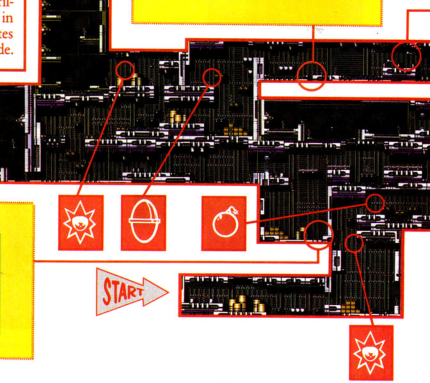
FALL AND DESTROY

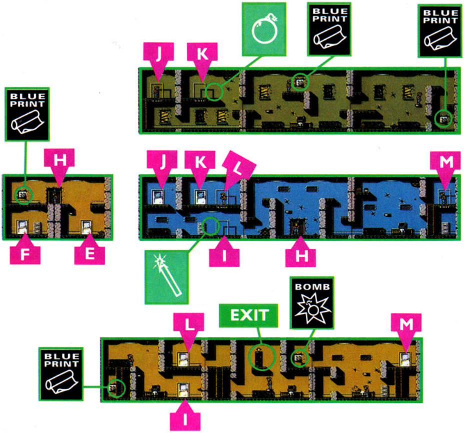


A narrow hole in this passage leads to another machine room. Drop into the area and blast the devices on the machine room walls.

SECRET MACHINE ROOM

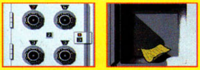
You can blast your way into a hard-to-find machine room by placing a Bomb on the floor in the designated area on the map. Destroy the machines in the room, then move on.





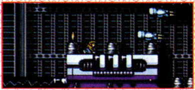
THE RIGHT COMBINATION

There are four digits to each safe combination. You have nine chances to find the right set of numbers. Try one set, then change the digits that don't match and try again. The odds are that you'll crack each combination after one or two attempts.



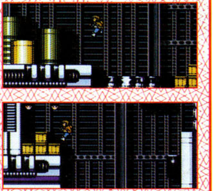
Six of the nine safes in S.C.U.M. Lord's office contain blueprints. Three of them contain Bombs. Watch out!

MISSILE ATTACK

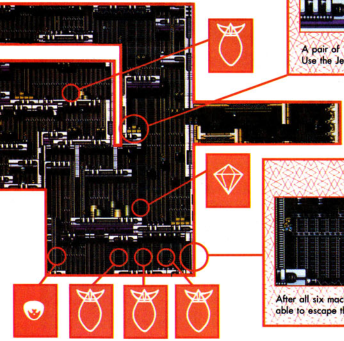


The best way to knock out the Missiles that soar through this dangerous area is by using powerful Nuke Bombs.

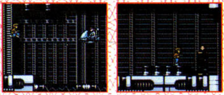
TWO UP



A pair of 1-Ups float in midair in this section. Use the Jet Pac to retrieve them.



EXIT



After all six machine rooms are dismantled, you'll be able to escape through this door.

MISSION FOUR

Now that the World Domination Device is a thing of the past, all that remains to do is save the scientists from their captivity and make S.C.U.M. Lord pay for his crimes.

S.C.U.M. LORD LIVES

You may save the scientists, but you won't capture S.C.U.M. Lord the first time through your four missions. Fly through the missions again and go after the man in charge.

© 1992 National Basketball Association
© 1992 Tecmo, Ltd.

TECMO™ NBA BAS

When it comes to basketball, the NBA is where the hottest action is. Now Tecmo has packaged that action in Tecmo's NBA Basketball for the NES. This Pak has it all: real teams and real rosters from the '91-'92 season, season schedules, playoffs, the All-Star game, stats, two-player options, Playbooks, and fast-breaking action on the court. You can customize seasons, play short seasons, coach multiple teams, save seasons with the Battery Pak, or let the computer do it all. On the court, you'll control the ball handler and designate players to take passes. Shooting control is very natural, but playing defense takes great timing and a little bit of luck. There are two minor drawbacks to this game: difficulty in seeing who has the ball and flickering characters when all ten players are on one half of the court. In the heat of the game, though, these flaws are easy to forget. When it comes to NES basketball, this is where the action is.

THE DREAM SEASON

It's game one of a grueling 82-game regular season schedule and you begin to wonder what it will take to go all the way and reach the NBA finals. For the long haul you must master the following subjects: your opponents, your own team, play calling and substitutions. Basketball is as much a game of the mind as it is a physical contest, so you must be prepared mentally. Knowledge wins games!

KNOW YOUR OPPONENTS

If you know the strengths of your opponents, you can prepare a game plan designed to shut them down. Never go into a game cold. Read the team descriptions in the game manual, then check the NBA Leaders and Team Data screens to get the scoop on individual players.

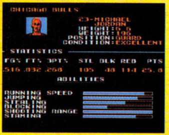
ATLANTIC DIVISION
CENTRAL DIVISION
MIDWEST DIVISION
PACIFIC DIVISION

EAST ALL-STARS
WEST ALL-STARS
ROSTER
ROSTER

Check the NBA Leaders screen to prepare for your opponents in the All-Star game.

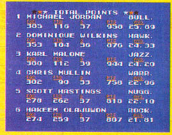
KNOW YOUR OWN TEAM

Study the Player Data screen to learn each player's strengths. Besides giving scoring stats, the screen displays running speed, jumping ability, stealing and blocking proficiency, shooting range and stamina. Use this information during the game to get your best player into position.



```
CHICAGO BULLS
              23-MICHAEL
                 JORDAN
               HEIGHT:6.6
               WEIGHT:196
          POSITION:GUARD
         CONDITION:EXCELLENT
 STATISTICS
FG% FT% 3PT%  STL BLK REB  PTS
.516 .832 .268  105  48 114 25.8
           ABILITIES
RUNNING SPEED
JUMPING
STEALING
BLOCKING
SHOOTING RANGE
STAMINA
```

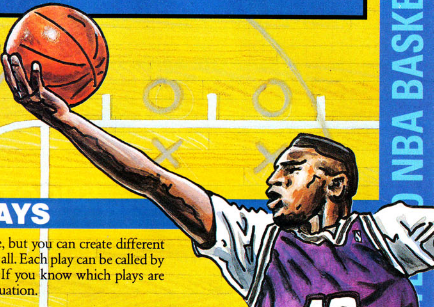
Individual stats show if a player is a good shooter and much more.



```
   ★★★ TOTAL POINTS ★★★
1 MICHAEL JORDAN        BULL.
  385   116   37   958  25.89
2 DOMINIQUE WILKINS     HAWK.
  353   104   36   876  24.33
3 KARL MALONE           JAZZ.
  300   112   39   944  24.20
4 CHRIS MULLIN          WARR.
  302    90   33   758  22.96
5 SCOTT HASTINGS        NUGG.
  278   262   37   818  22.10
6 HAKEEM OLAJUWON       ROCK.
  274   259   37   807  21.81
```

The Leader screen shows if a player is among the best in seven categories.

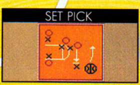
KETBALL™



KNOW YOUR PLAYS

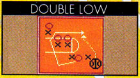
You have a set of four plays available to you during the game, but you can create different sets of plays using the Playbook, which contains eight plays in all. Each play can be called by pushing the Start Button and a direction on the Controller. If you know which plays are available, you can call up the correct play for any given situation.

SET PICK



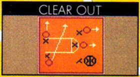
This play allows your point man to become free from coverage for a short time. Make sure the ball handler is a good outside shot.

DOUBLE LOW



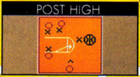
The Double Low frees up one side of the Key, but you should be careful of drawing a Charging foul while setting it up.

CLEAR OUT



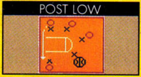
If you want to clear a lane through the Key for a quick lay in, this is the play to use. Again, don't draw the Charge.

POST HIGH



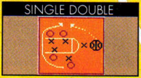
Use this play to feed the ball into the player at the head of the Key for an easy jump shot. Make sure you pass to a good shooter.

POST LOW



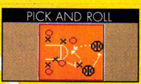
This is the classic play that gets the ball under the basket for a dunk or easy lay in. Look to the man crossing under the hoop.

SINGLE DOUBLE



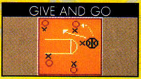
This play develops through the middle. You can pass off to the high post or low post to set up high percentage shots.

PICK AND ROLL



Try to use this play exactly as it is drawn out. Getting the pick to free up the ball handler is the key to success.

GIVE AND GO

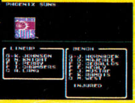


Pass the ball outside then pass it back inside to the player who makes the cut toward the middle. This play takes excellent timing.

USE YOUR BENCH

Be prepared to substitute players when necessary. If a player's condition drops below Excellent, you'll want to consider substituting a new player. There are also times when you need an extra Guard to take the long shot or a Power Forward for added rebounding strength.

Check the condition of your players on the Lineup stats screen and make substitutions when necessary.

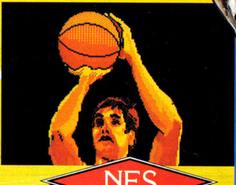


PHOENIX SUNS

LINEUP
G K. JOHNSON
G N. KNIGHT
F T. PERRY
F T. CHAMBERS
C A. LANG

BENCH
G J. HORNACEK
G D. MAJERLE
F C. CEBALLOS
F E. NEALY
F J. MUSTAF
C K. RAMBIS
C M. WEST
INJURED

The Substitution screen shows the current lineup and the bench. You can switch any current player for any uninjured player on the bench.



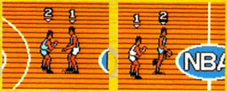
MASTER THE OFFENSE

High Scoring is the name of the game in the NBA. Areas of skill include dribbling, passing, shooting, and calling plays. You also have to play smart and take advantage of situations as they develop. Quickness is your biggest asset, because opportunities last only for a second. Vision is also important. Since it can be difficult to follow the ball, look at the indicators above the ball players to see where the ball is and to whom you can pass it.

BALL HANDLING

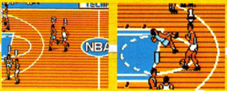
KEEP MOVING

Computer controlled defenders are always looking to steal the ball. As long as you are moving, they won't be able to make a steal. Never stop for more than a second or two.



PLAY THE ANGLES

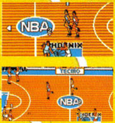
You'll be sure to draw a Charging foul if you move straight ahead when a defender is guarding the ball handler. Instead, move at 45° angles across the court.

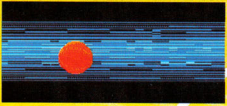


PASSING

FORWARD LOOKING

Always look down court for an open player or the Pass Arrow. The quicker you get the ball down the court, the better your chance to make a quick score. Go for the fast break!

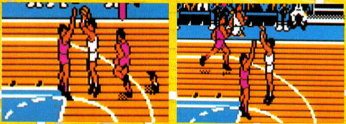




SHOOTING

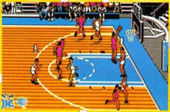
THE RELEASE

Timing is critical for accurate shooting. Release the A Button to shoot the ball when you reach the top of the jump. If you release the A Button too soon, the shot will fail.

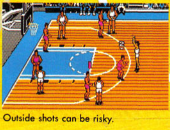


PLAY THE PERCENTAGES

The shooting skill of your player is a big factor, but in general, the closer you are to the basket, the more likely you are to score. The surest shot is the slam dunk.



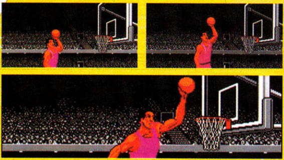
Inside shots are easiest.

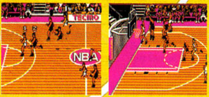


Outside shots can be risky.

THE FAST BREAK

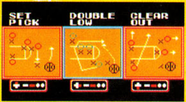
Look for the fast break after a defensive rebound. A quick pass down court can result in an animated fast break screen. Chances are good that the player who catches the pass will be wide open. The result is often a slam dunk or easy lay in.



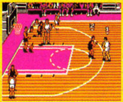


CALLING PLAYS

When the ball is down court, call a play and your team will set up. They'll stay set up for about five seconds, then break into the standard spread formation. Follow the passing and movement patterns of each play as illustrated in the Playbook.



Study the play diagrams.



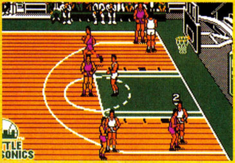
The team sets up a play.

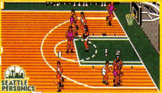
DEFENSE RULES

Defense is the key to winning, but to stop the other team from scoring, you must have a strategy. The best method is to keep control of a quick player under the basket. This player can be moved out to challenge any offensive player trying to make a move into the middle, and you'll usually have double coverage.

COVER YOUR MAN

Always move your defensive player to the ball when it comes close to the basket. Try to steal the ball or block the shot.

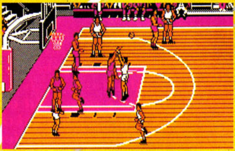


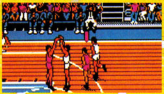

SEATTLE PERSONICS

If an offensive player challenges you in the middle, your teammates will double team him. Force them to shoot from outside.

BLOCK SHOTS

Timing is everything when you try to block a shot. Position yourself in front of the ball handler, as close as you can get without fouling him, then jump as soon as he takes the jump shot.

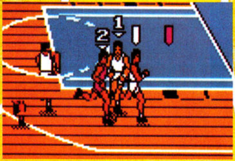




If you are quick enough, you'll block the shot or spoil his aim.

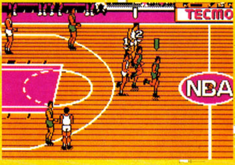
FOLLOWING THE BALL

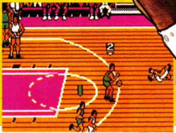
Since the ball is difficult to see, watch the numbers and arrows that indicate where it is currently and where it may be passed next . . . and don't blink.



STEALS

Position yourself in front of the ball handler and push the A Button once. If you push twice, and steal the ball, you'll accidentally shoot it.



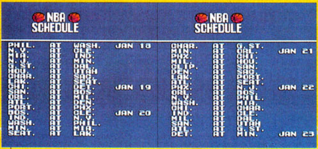


You can also foul the offensive player if you move into him. Hold your position.

LIFE IN THE NBA

REGULAR SEASON

The regular season consists of 82 games for each team. The entire schedule is listed with your team's games highlighted. If you prefer to play a shortened season, you have two options: a season of 41 games or 26 games.



NBA SCHEDULE

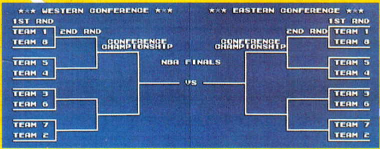
PHIL.	AT	WASH.	JAN 18
N.Y.	AT	CLE.	
MIA.	AT	IND.	
N.J.	AT	MIN.	
G.ST.	AT	DAL.	
HOU.	AT	UTAH	
CHAR.	AT	SAC.	
LAK.	AT	SEAT.	
CHI.	AT	DET.	JAN 19
SAN.	AT	BOS.	
ORL.	AT	MIL.	
ATL.	AT	DEN.	
PORT.	AT	PHX.	
BOS.	AT	CLE.	JAN 20
IND.	AT	N.Y.	
WASH.	AT	PHIL.	
MIN.	AT	MIA.	
SEAT.	AT	LAK.	

NBA SCHEDULE

CHAR.	AT	G.ST.	
MIN.	AT	ORL.	JAN 21
PHX.	AT	CHI.	
MIL.	AT	HOU.	
CLIP.	AT	SAN.	
DEN.	AT	SAC.	
LAK.	AT	PORT.	
ATL.	AT	SEAT.	
PHX.	AT	N.J.	JAN 22
ORL.	AT	BOS.	
N.Y.	AT	PHIL.	
WASH.	AT	MIA.	
CHI.	AT	CHAR.	
IND.	AT	CLE.	
MIL.	AT	DAL.	
SAN.	AT	UTAH	
ATL.	AT	G.ST.	
DET.	AT	MIN.	JAN 23

PLAYOFFS

You can reach the Playoffs either by completing a regular season schedule with one of the top eight records in your conference, or by programming a Manual team with a great record and skipping through the season.


★★★ WESTERN CONFERENCE ★★★
1ST RND
TEAM 1
TEAM 8
TEAM 5
TEAM 4
TEAM 3
TEAM 6
TEAM 7
TEAM 2
2ND RND
CONFERENCE CHAMPIONSHIP
NBA FINALS
VS
★★★ EASTERN CONFERENCE ★★★
1ST RND
2ND RND
CONFERENCE CHAMPIONSHIP
TEAM 1
TEAM 8
TEAM 5
TEAM 4
TEAM 3
TEAM 6
TEAM 7
TEAM 2

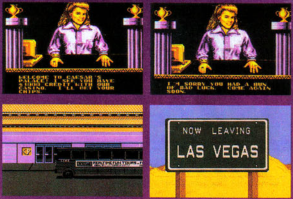
CAESARS

LOTS OF LUCK IN LAS

Video gamblers are in luck! Virgin Games is introducing the NES version of its popular Game Boy gambler, Caesars Palace. Now you can saunter through the colorful casino known as one of the best in Las Vegas and bet on any one of the palace standards, from Slot Machines to Roulette. You arrive in a taxi; what you leave in depends on what you do with your $1,000 bankroll. Losers pile onto a tour bus, but the really big winners leave by limo. Odds are that if you like the thrill of gambling but not the risk of losing your own hard-earned dough, you'll catch the gambling fever at NES Caesars Palace.

① LOST WAGES

Will you leave in a limo or join other losers on the first bus out of town? The Cashier dutifully doles out your $1,000 and wishes you luck. You'll need them both.



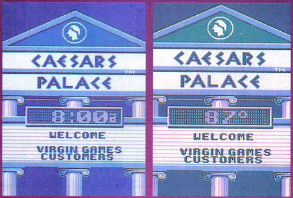
WELCOME TO CAESAR'S PALACE! I SEE YOU HAVE $1000 CREDIT WITH OUR CASINO. I'LL GET YOUR CHIPS.

I'M SORRY YOU HAD A RUN OF BAD LUCK. COME AGAIN SOON.

NOW LEAVING
LAS VEGAS

② TIME & TEMP

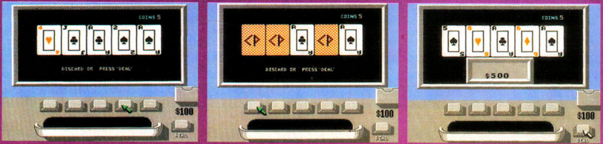
It's 8 a.m. when you first walk through the doors at Caesars Palace. You can exit at any time to check the temperature and see how long you've been playing.



CAESARS PALACE
8:00a
WELCOME
VIRGIN GAMES CUSTOMERS
CAESARS PALACE
87°
WELCOME
VIRGIN GAMES CUSTOMERS

③ LUCK OF THE DRAW

Video Poker is the name, five-card draw is the game. It's a good place to start if you're a shrewd poker player. A pair, jacks or better, wins back what you bet, but the odds get better fast. Odds on the Royal Flush, the best hand possible, are 250-1.



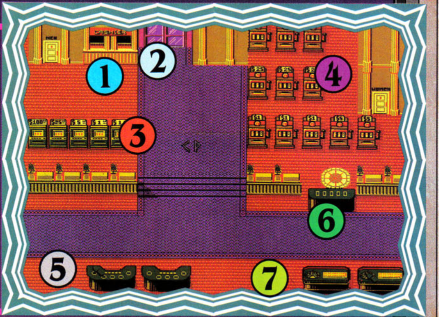
COINS 5
DISCARD OR PRESS 'DEAL'
$100
DEAL
COINS 5
DISCARD OR PRESS 'DEAL'
$100
DEAL
COINS 5
$500
$100
DEAL

© 1990 Virgin Games, Inc.

PALACE™

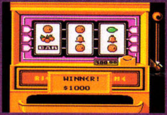
VEGAS

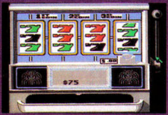
1. **Cashier**
2. **Front Doors**
3. **Slot Machines**
4. **Video Poker Machines**
5. **Black Jack Tables**
6. **Big Six Money Wheel**
7. **Roulette Wheels**


CASHIER
1
2
3
4
5
6
7

4 LOTS O' SLOTS

In the rows of Slots, you'll find $1, $5, $25, $100 and $500 machines. Riches of Rome and Magnificent 7 are three-line slots, Fountains of Fortune is four-line. If you drop one coin into the three-line types, the center line pays off. Drop one or two more to make the other lines pay, too.


WINNER!
$1000

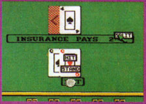


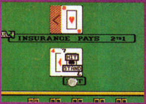
5 BLACK JACK

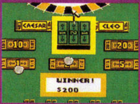
If you can count to 21, you can win at Black Jack. At the tables in Caesars Palace, you can Double Down if your first two cards total 10 or 11, Split if you're dealt a pair, and buy insurance if the Dealer shows an Ace.

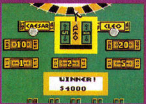
6 SPIN THE WHEEL

With patience and a little luck, you can make big money on the Big Six Money Wheel. Odds are best (40-1) on the "Cleo" and "Caesar" spaces, but you're more likely to win betting 1 or 2, the most common spaces on the wheel.


INSURANCE PAYS 2 TO 1
SPLIT
HIT
STAND

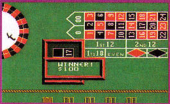

INSURANCE PAYS 2 TO 1
HIT
STAND

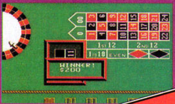

CAESAR
CLEO
10
20
1
2
5
WINNER!
$200


CAESAR
CLEO
10
20
1
2
5
WINNER!
$4000

7 ROULETTE

Each of the red or black numbered spaces on the wheel is a potential landing site for the rolling ball. For the biggest—but rarest—payoff, bet on one number. Improve your odds. Place your bet on the intersection of four numbers.


1ST 12
2ND 12
1TO18
EVEN
17
WINNER!
$100


1ST 12
2ND 12
1TO18
EVEN
11
WINNER!
$200

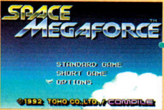
CLASSIFIED INFORMATION

SPACE MEGAFORCE

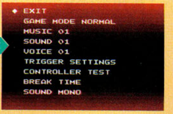
FROM AGENT #321

Difficulty Indicator

The last digit of the score in Space Megaforce is usually a "0" because all of the score values are multiples of ten. You can change that, and use the last digit as an indicator of dangers to come, by entering a quick code on the title screen. Press the Select Button twice and hold it. The cursor should be pointing to the Options entry. Then press the Start Button to enter the Options screen. This slight maneuver will cause a change in the game. When you exit the Options screen and begin the game, the last digit of the score will be "0" as always. When you get into trickier territory, the digit will change, indicating the level of danger in the areas ahead. A "0" signifies the easiest areas and a "7" marks the most difficult areas.

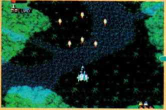


Hold Select as the cursor points to "Options." Then press Start.

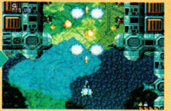


```
◆ EXIT
  GAME MODE NORMAL
  MUSIC 01
  SOUND 01
  VOICE 01
  TRIGGER SETTINGS
  CONTROLLER TEST
  BREAK TIME
  SOUND MONO
```

The code will be complete when you enter the Options screen.



Begin your mission and keep an eye on the last digit of your score.



When you fly into more difficult areas, the last digit will change.

Quick Reset

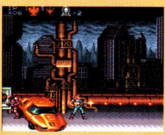
If you're far from the Control Deck and you'd like to reset your game mission without walking across the room, you can enter a quick code instead. Press the L, R, Start and Select Buttons simultaneously to start from square one.

CONTRA III THE ALIEN WARS

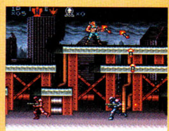
FROM AGENT #817

No Brainer

Last issue we discussed an area in Stage Three of this soon-to-be-combat-classic where you can stand still and fire your weapon endlessly to earn points and 1-Ups without effort. Our agents have found two other places where this type of technique works, and they're both in Stage One. You'll find a futuristic vehicle just past the mission starting point. Instead of blasting apart this cool car, you can jump over it and use it to shield your fighter from attacks on the left side. Keep firing to the right and let the enemies run into your blasts. You'll earn enough points for a 1-Up every few minutes. If you leave this safe point and battle on, you'll eventually earn Homing Missiles. Take them to the next high platform, out of the way of the activity on the ground, and use them to blast all of the enemies that come within range.



Stand on the right side of this car and blast enemies as they approach. You'll get 'em every time.



Find Homing Missiles in Stage One and climb to the top of the next high platform for easy blasting.

It will take quite some time to build a large number of 1-Ups using this technique. In situations such as this, you can wrap a rubber band around the controller so that there is constant pressure on the Y Button. Then, you'll be free to walk away and let your fighter rack up the points on his own. In the highest difficulty mode, you should be able to build up the maximum of 29 fighters in reserve in a few hours. If you leave the game on for a long time, remember to turn your monitor off so a static image won't burn in to it.

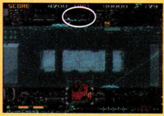
PHALANX
THE ENFORCE FIGHTER A-144

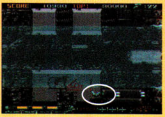
■ From Agent #617

Secret Zones

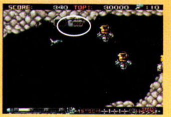
Our agents have uncovered a total of eight Power-Up-filled secret zones in four of Phalanx's stages. By piloting your ship into the designated areas, you can warp to these areas and pick up a few special items.

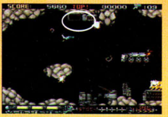
STAGE TWO


Fly up into the designated mechanism to warp into the first secret zone.

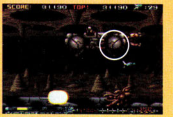

After you beat the mid-stage boss, you'll find this hatch to another zone.

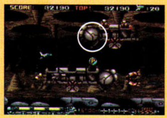
STAGE THREE


You'll find this secret zone entrance near the beginning of the Bio Cave.

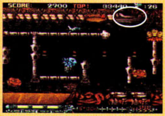

There's another zone entrance about one third of the way through the cave.

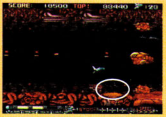
STAGE FOUR


Fly into this second big ship after the mid-stage boss to enter a secret zone.


Shortly after the first zone of this stage, you'll find another zone entrance.

STAGE EIGHT


Not far into the final stage, you'll find a hidden hatch at the top of the screen.


The last secret zone entrance is on the ground in the second half of this stage.

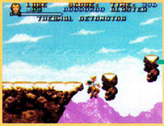
You'll often encounter large enemies in the secret zones. When you defeat these huge mechanoids, they'll blow apart and leave Power-Ups behind.

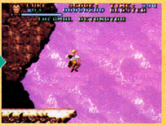
SUPER
STAR
WARS

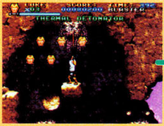
■ From Agent #126

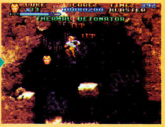
Stock up on 1-Ups

Just before you reach the end of the "Land of the Sandpeople" in this action epic, you'll encounter the second long expanse of the stage, with only floating rocks to bridge the gap. There's a 1-Up chamber nearby. Step off the cliff and work your way toward the wall as you fall. You'll land on a ledge which leads to a small cave. Jump onto the rock in the cave and fire at the cave walls. Random blasting will make several 1-Ups appear. Collect them, then drop off the ledge again or let the falling rocks knock out your energy. You'll lose one of your lives in reserve and begin again at the top of the cliff. At this point, you can either cross the gap and complete the stage or drop off the cliff again and earn more 1-Ups. You should be able to earn an average of five 1-Ups everytime you perform this manuver. This will ready you for the awesome challenges ahead.


Step off this "Land of the Sandpeople" cliff and work your way to the left in midair.


You'll land on a small ledge which leads to a cave carved in the side of the cliff.


Enter the cave and fire you Blaster around the room to make several 1-Ups appear.


Collect the 1-Ups and jump off the ledge. You can then move on or go for more 1-Ups.

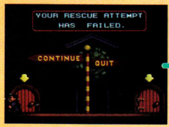
CLASSIFIED INFORMATION

The Addams Family

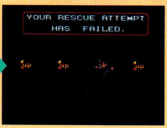
■ From Agent #111

1-Up Room

After you've lost all of your lives in reserve while attempting to save the Addams Family, you can earn more lives by stepping into a hidden room. There are two doors on the Game Over screen. Walk off the left edge of the screen before you open either of them and you'll end up in a hidden area that contains four floating 1-Ups. Collect these valuable items and return to the previous screen. Open the "Continue" door and move on with four additional lives in reserve.



Ignore the doors and walk off the left edge of this screen.



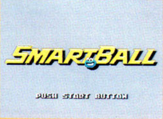
Collect these hidden 1-Ups, then return to the adventure.

SMARTBALL

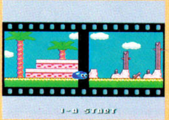
■ From Agent #932

Stage Select

If you're ready for a real challenge in this humorous action game, you can skip to advanced stages in an instant by keying in a title screen code. As the "Push Start Button" message flashes, press the controller buttons and the direction keys on the Control Pad in the following order: Up, Up, Down, Down, Left, Right, Left, Right, Select, Start. Your character will drop into the "1-A Start" frame. You can move him up to as high as the "4-A Start" frame by pressing Right on the Control Pad. Press Start to begin.



On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Select and Start.



Move your character along the movie-like stage layout to the desired starting point.

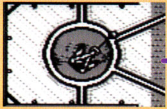
TRACK & FIELD

TM AND © 1992 KONAMI

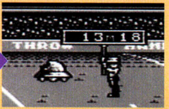
■ From Agent #992

Odd Occurrences

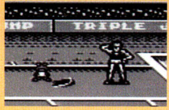
Strange things happen in three of this game's events when you make the right moves. In the Hammer Throw competition you can knock a U.F.O. out of the sky if your hammer goes out of the stadium. Let go of the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a visiting spacecraft will come down. The Triple Jump is another sight for odd events. If you land a couple of yards short of the pit, a frog will pop out of the hole in the runway. In Archery, something else occurs when you come up short. If your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will poke out of the ground to commemorate the event.



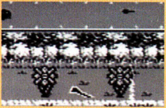
Build your power to maximum and release the hammer at 80 degrees.



Your high and powerful toss will knock a visiting ship to the ground.



You'll cause a runway inhabitant to pop out when you land just short of the pit.



Flowers will burst from the ground if your arrow lands at the right spot.

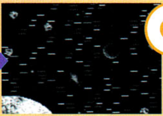
STAR TREK

■ From Agent #111

Free Warp

While you're guiding the Enterprise through asteroid fields and giant space amoebas, you will occasionally come across warp zones which send your ship blasting forward if you catch them in time. Our agents have discovered a way to warp once per stage without hitting a warp zone. Press and hold the Select Button and press Left on the Control Pad. Your ship will accelerate and quickly escape its present danger. This is a particularly good maneuver to save for when your ship is being pulled down by a planetary gravity.

Avoid Danger using Warp Code.



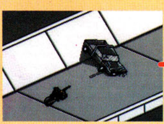
Accelerate out of danger.

T2 TERMINATOR 2 JUDGMENT DAY

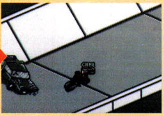
From Agent #092

A Second Chance

There are no automatic chances to continue in this challenging NES version of T2, but there is a hidden Continue Symbol in the game's second stage. This stage is a chase scene through the city's dry canals. After you blast your way through the fourth door, look for a wrecked truck on the left side. Fire on this vehicle twice as you race towards it. A symbol that reads "GAME T2" will appear. Collect this curious item and continue to race to the end of the stage.

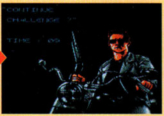


Fire on this vehicle twice after you race through the fourth door.



Collect the symbol that pops out of the truck and keep moving.

Wait for a few seconds after your last fighter is gone and the "Game Over" message appears.



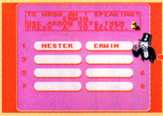
The Terminator will have a chance to get back into the action with this one-time Continue.

MONOPOLY

From Agent #021

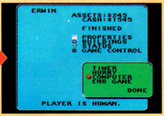
Take Control

If you'd like to get the upper hand on your computer-controlled opponents, you can take the control away from the computer for a short time and make your opponents do anything that you desire, like give away any or all of their properties. Before you roll the dice, press and hold the Start Button, then press the Select Button. The computer will ask "To whom am I speaking?" Move the cursor to the name of the player that you would like to control and press the A Button. When the player's individual control screen appears, move the cursor to the Game Control option and press the A Button again. This will allow you to make your opponent into a human-controlled character. Once that is done, select the Properties option of your opponent's control screen and set up a deal where your opponent gives you whatever you want for nothing in return. After the deal, you can turn your opponent into a computer-controlled player again and get on with the game.



TO WHOM AM I SPEAKING?
ERWIN
USE ARROW KEYS, THEN
PRESS "A" TO SELECT.

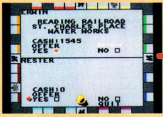
After you hold Start and press Select to call up this screen, move the cursor to your opponent's name and press



ERWIN
ASSETS:$245
CASH:$1545

PLAYER IS HUMAN.

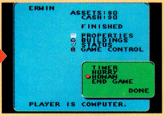
You can change your opponent into a human-controlled player by selecting Game Control on this



ERWIN
READING RAILROAD
ST. CHARLES PLACE
WATER WORKS
CASH:1545
OFFER
YES ● NO □

NESTER
CASH:0
OFFER
YES □ NO □
QUIT

Set up a trade between these two human-controlled characters and make the deal as lopsided as you want.



ERWIN
ASSETS:$0
CASH:$0

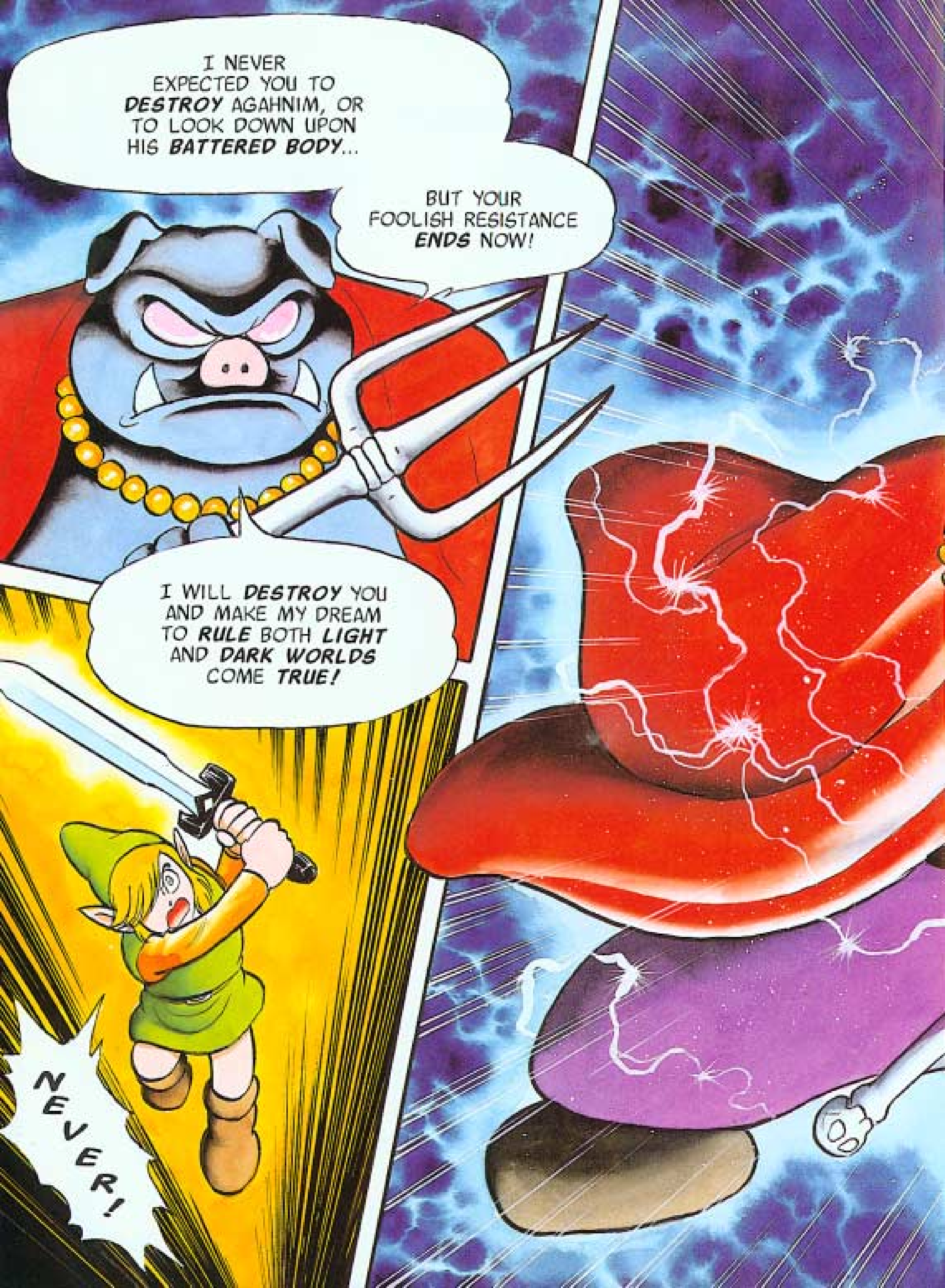
PLAYER IS COMPUTER.

After the deal goes down, you can turn your opponent into a computer-controlled character again and keep playing

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

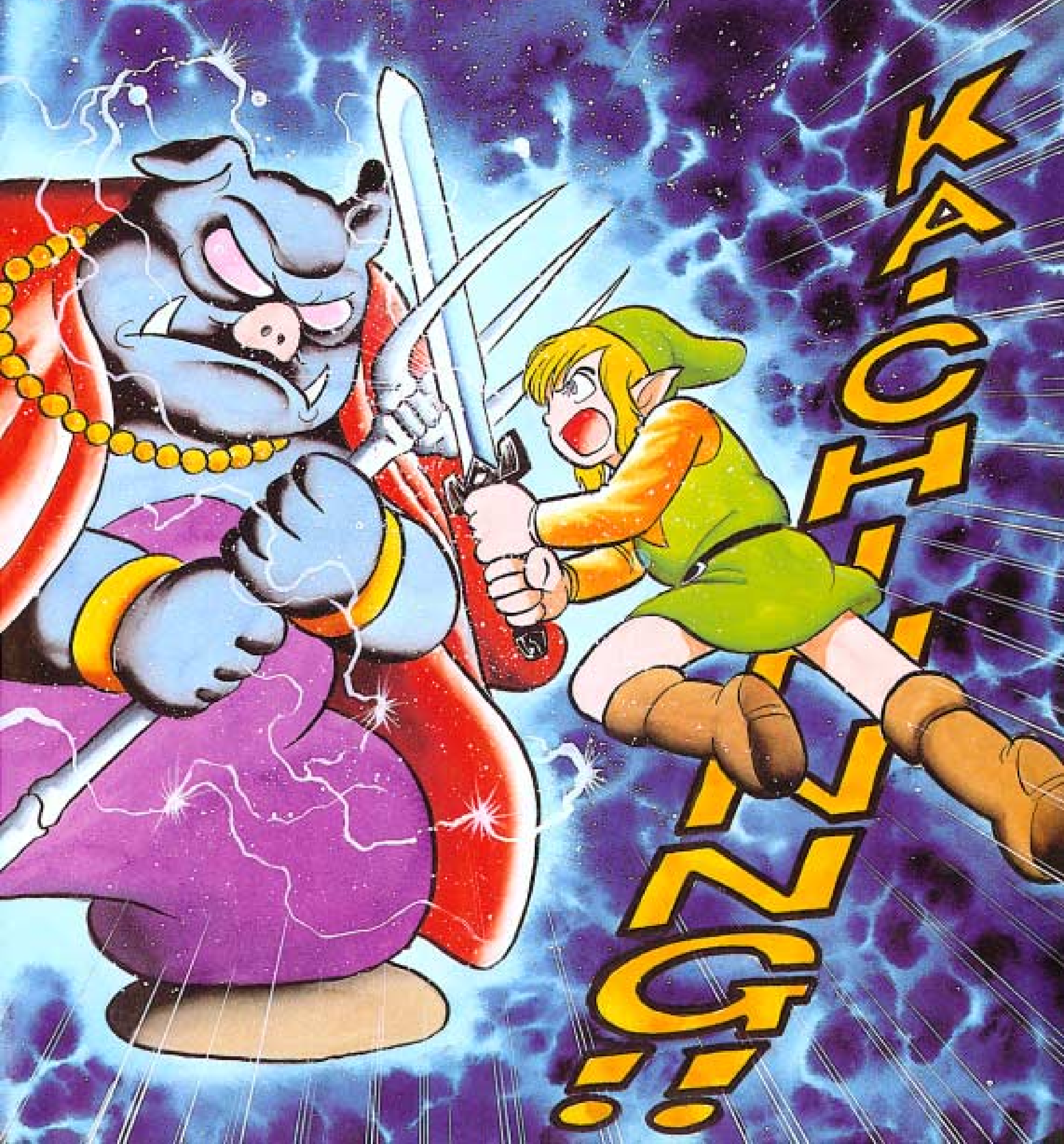

I NEVER EXPECTED YOU TO DESTROY AGAHNIM, OR TO LOOK DOWN UPON HIS BATTERED BODY...
BUT YOUR FOOLISH RESISTANCE ENDS NOW!
I WILL DESTROY YOU AND MAKE MY DREAM TO RULE BOTH LIGHT AND DARK WORLDS COME TRUE!
NEVER!

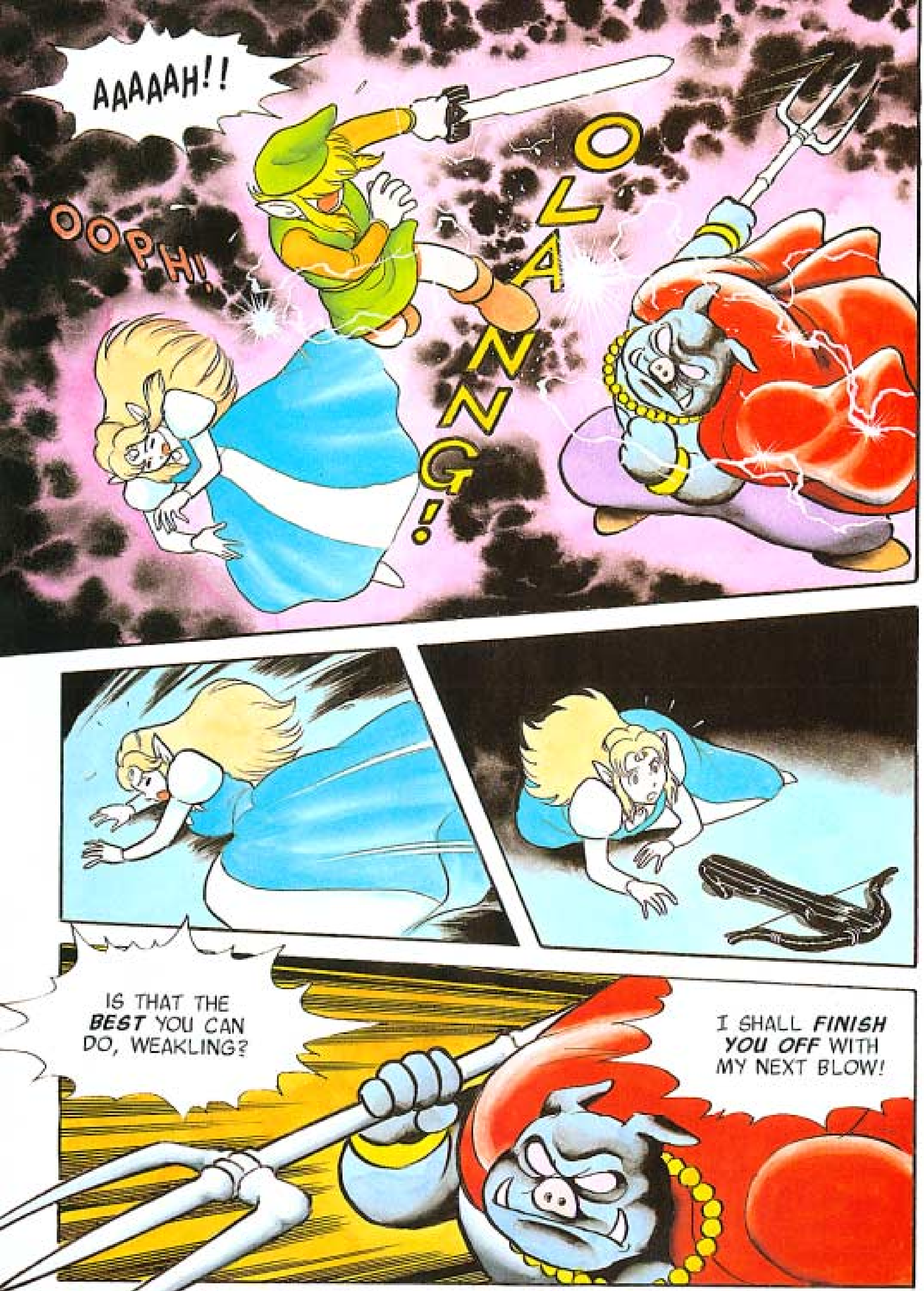
THE LEGEND OF ZELDA A LINK TO THE PAST

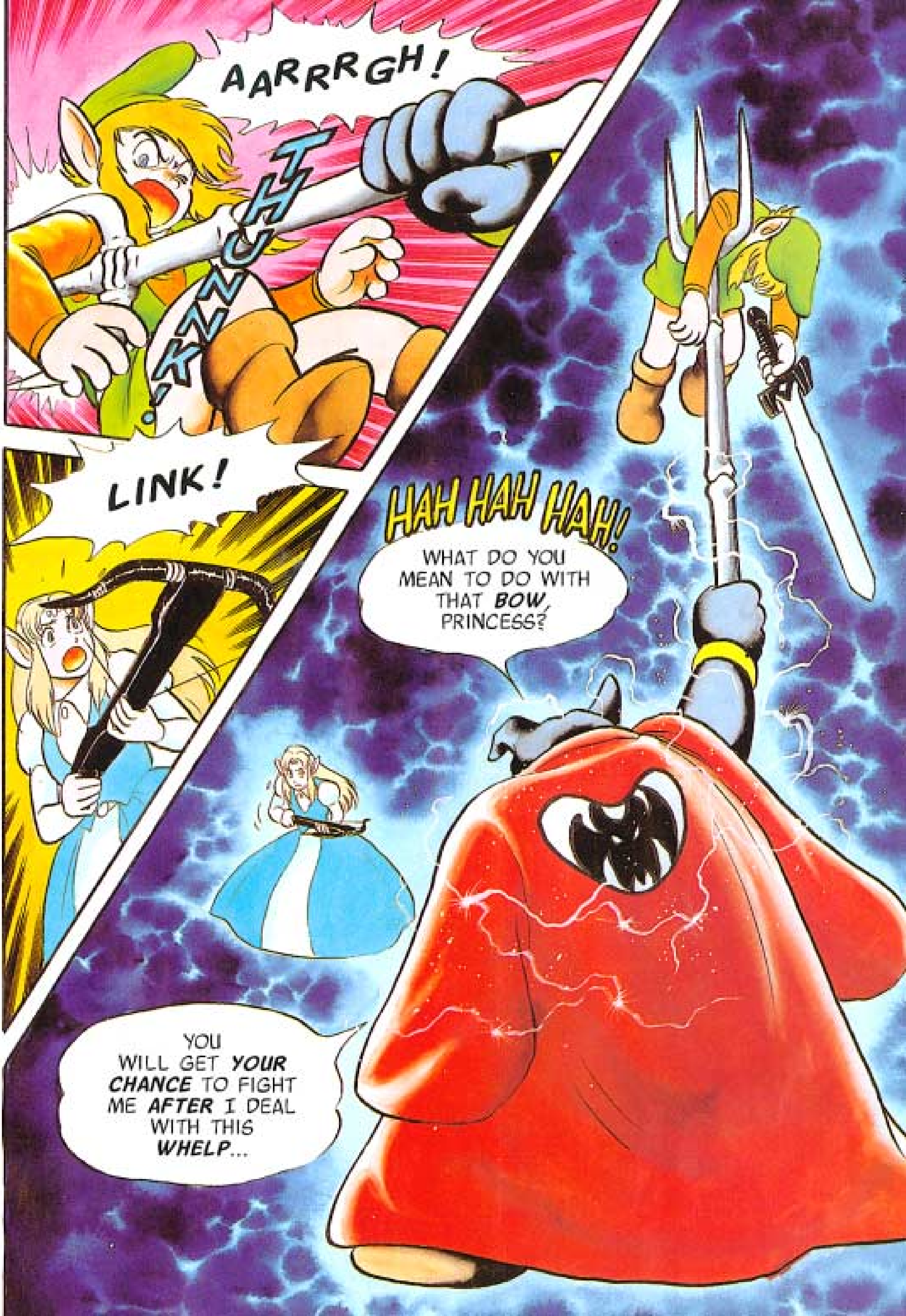
CHAPTER TWELVE

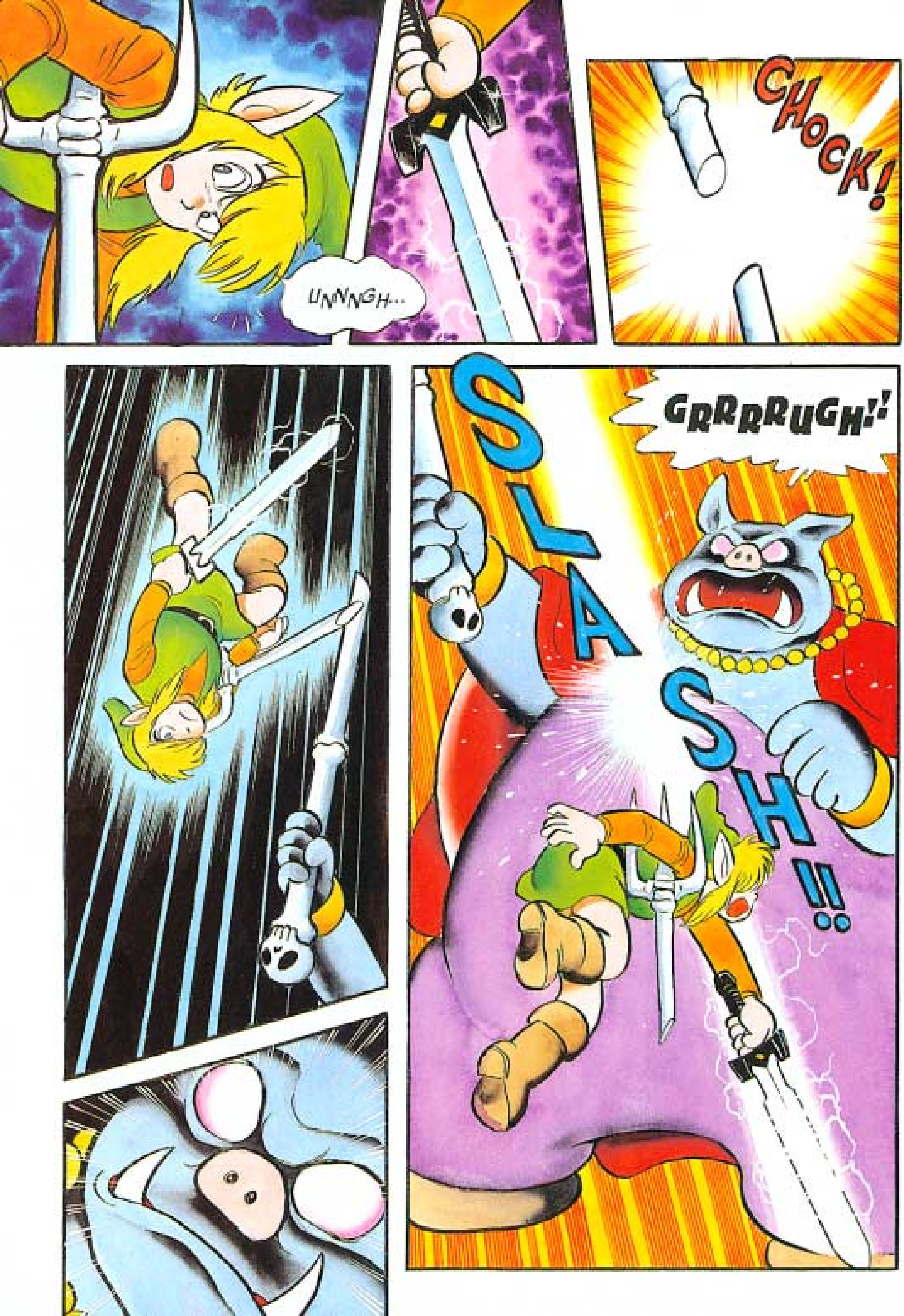
THE FINAL BATTLE

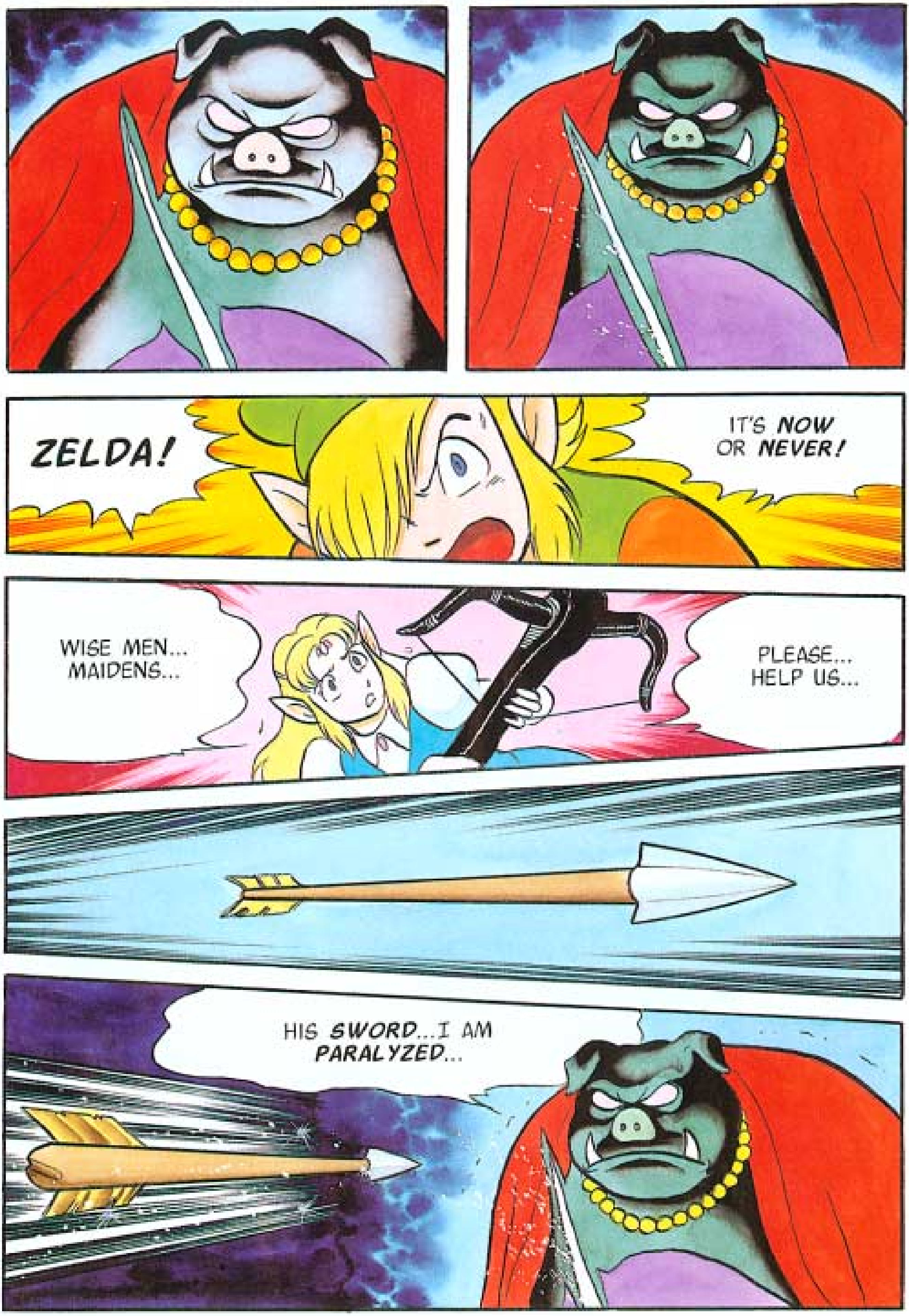
BY
SHOTARO ISHINOMORI

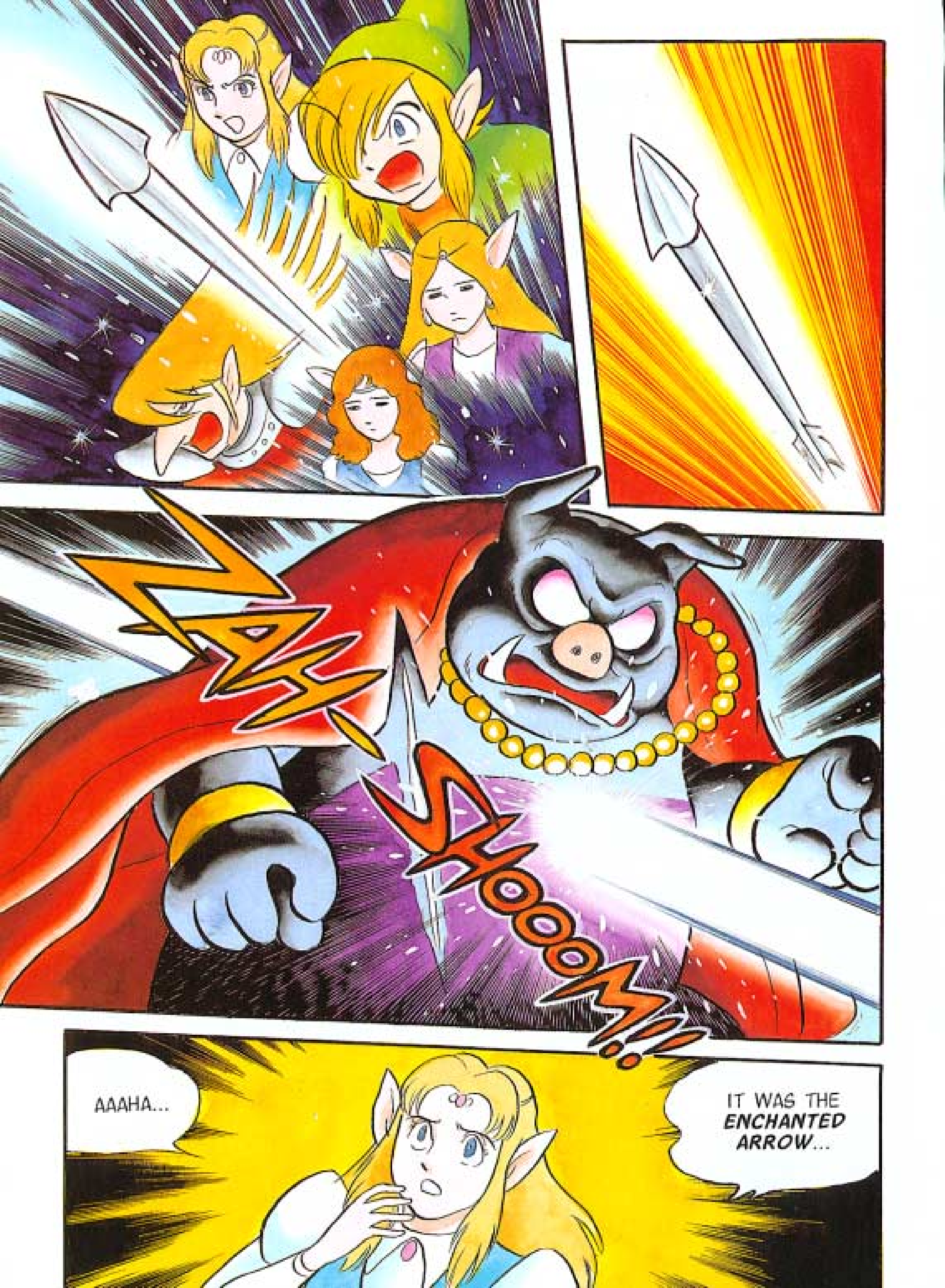


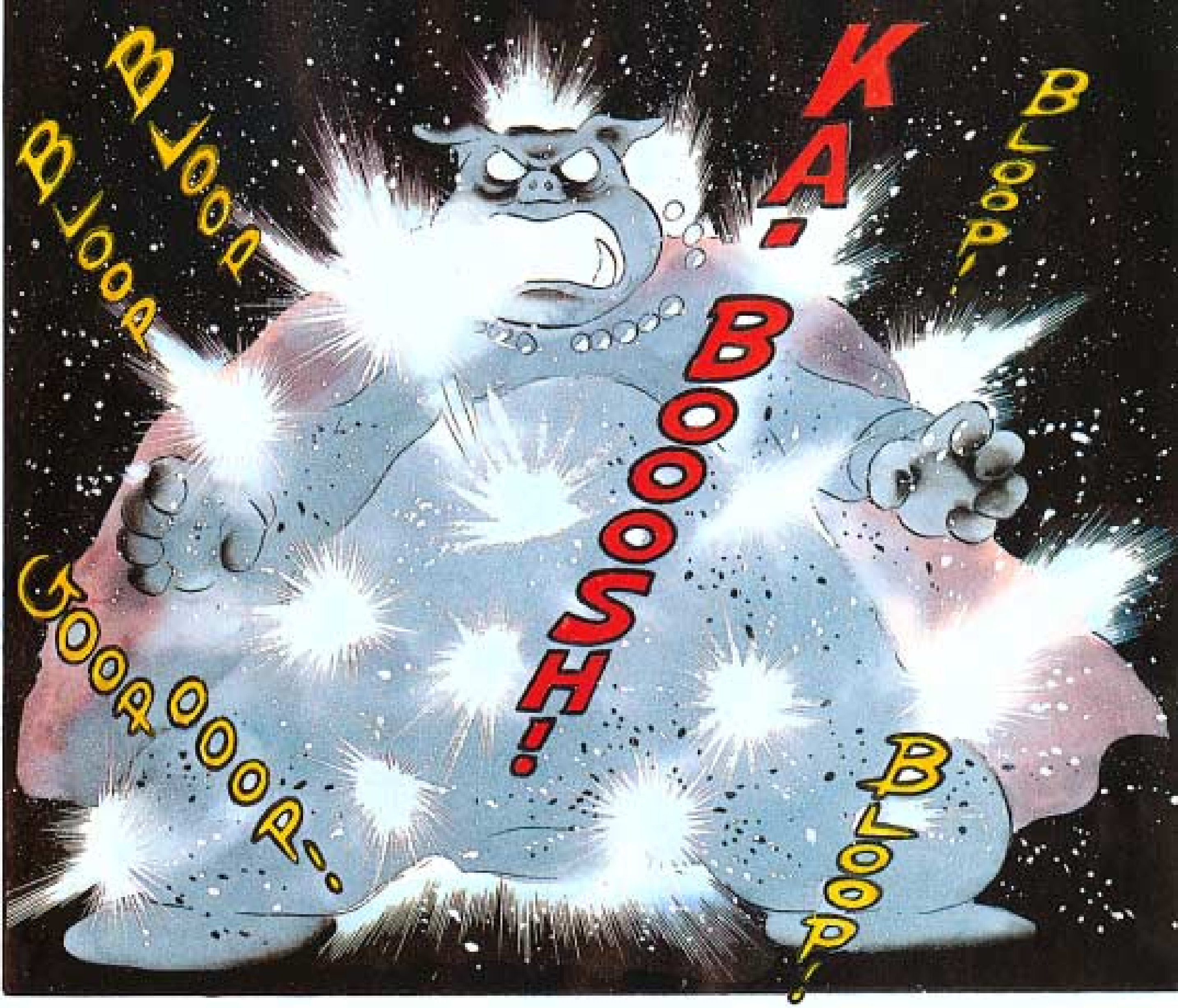

AAAAAH!!
OOPH!
CLANNG!
IS THAT THE *BEST* YOU CAN DO, WEAKLING?
I SHALL *FINISH YOU OFF* WITH MY NEXT BLOW!

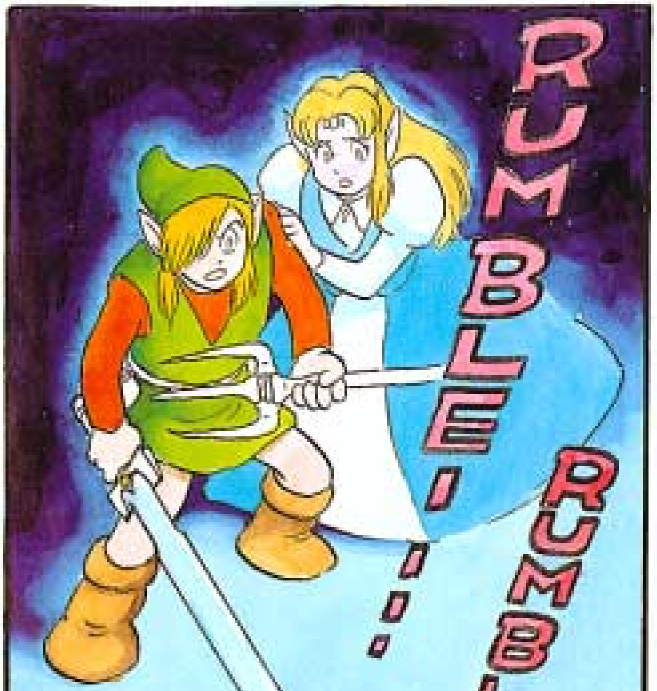

AARRRGH!
THUNZK!
LINK!
HAH HAH HAH!
WHAT DO YOU MEAN TO DO WITH THAT *BOW*, PRINCESS?
YOU WILL GET ***YOUR CHANCE*** TO FIGHT ME ***AFTER*** I DEAL WITH THIS ***WHELP***...

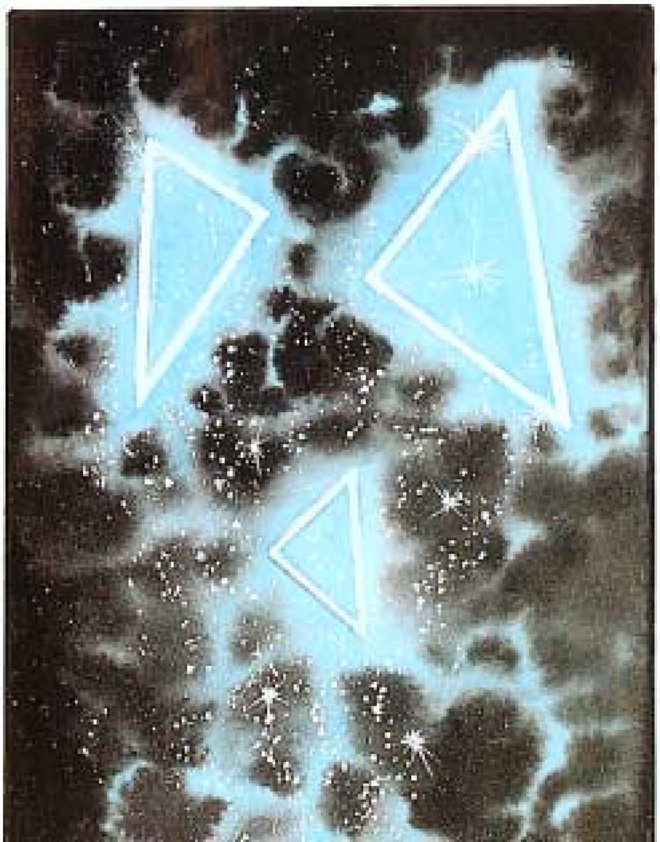

UNNNGH...
CHOCK!
GRRRRUGH!?
SLASH!!

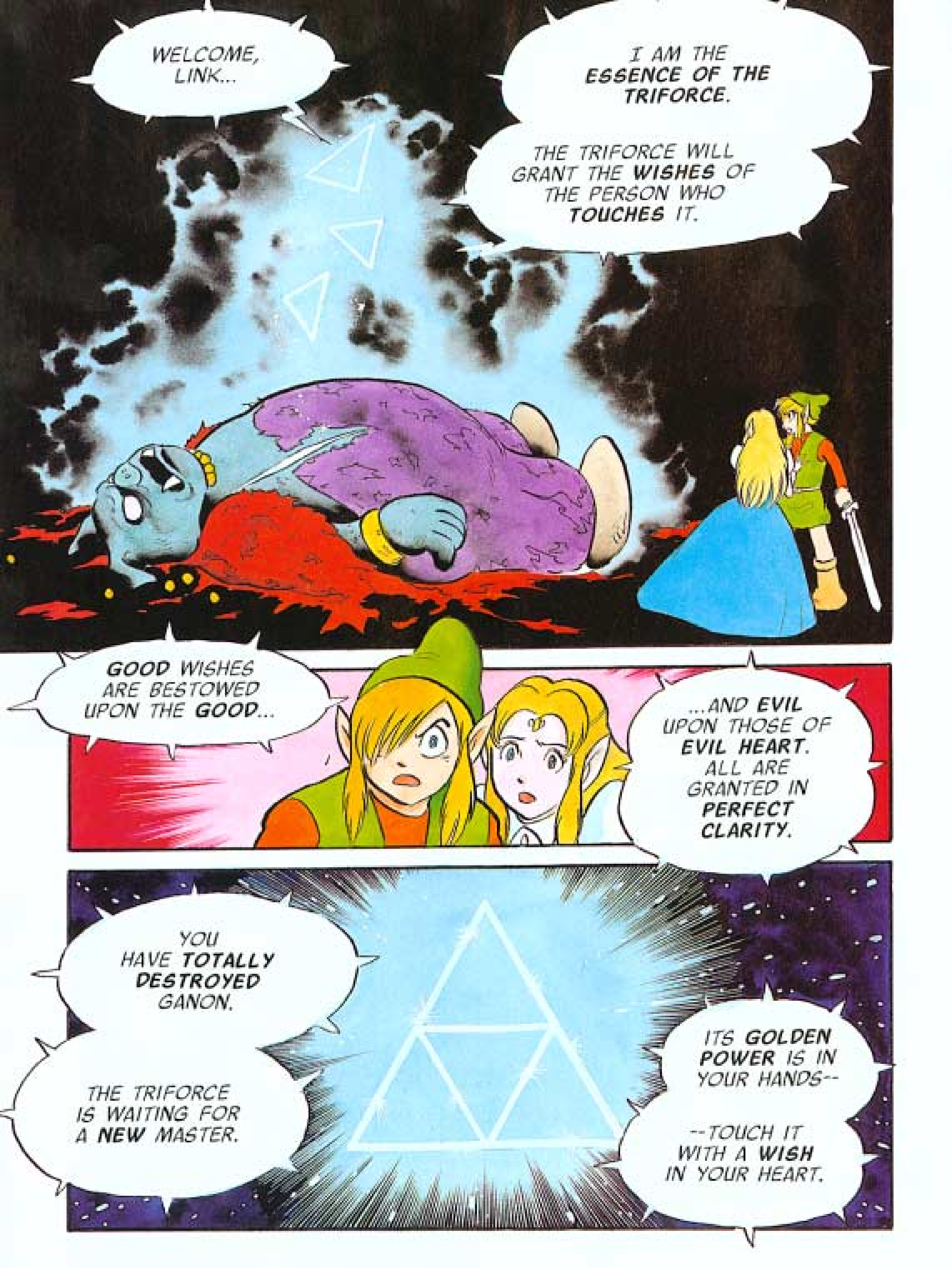

ZELDA!
IT'S NOW OR NEVER!
WISE MEN... MAIDENS...
PLEASE... HELP US...
HIS SWORD...I AM PARALYZED...

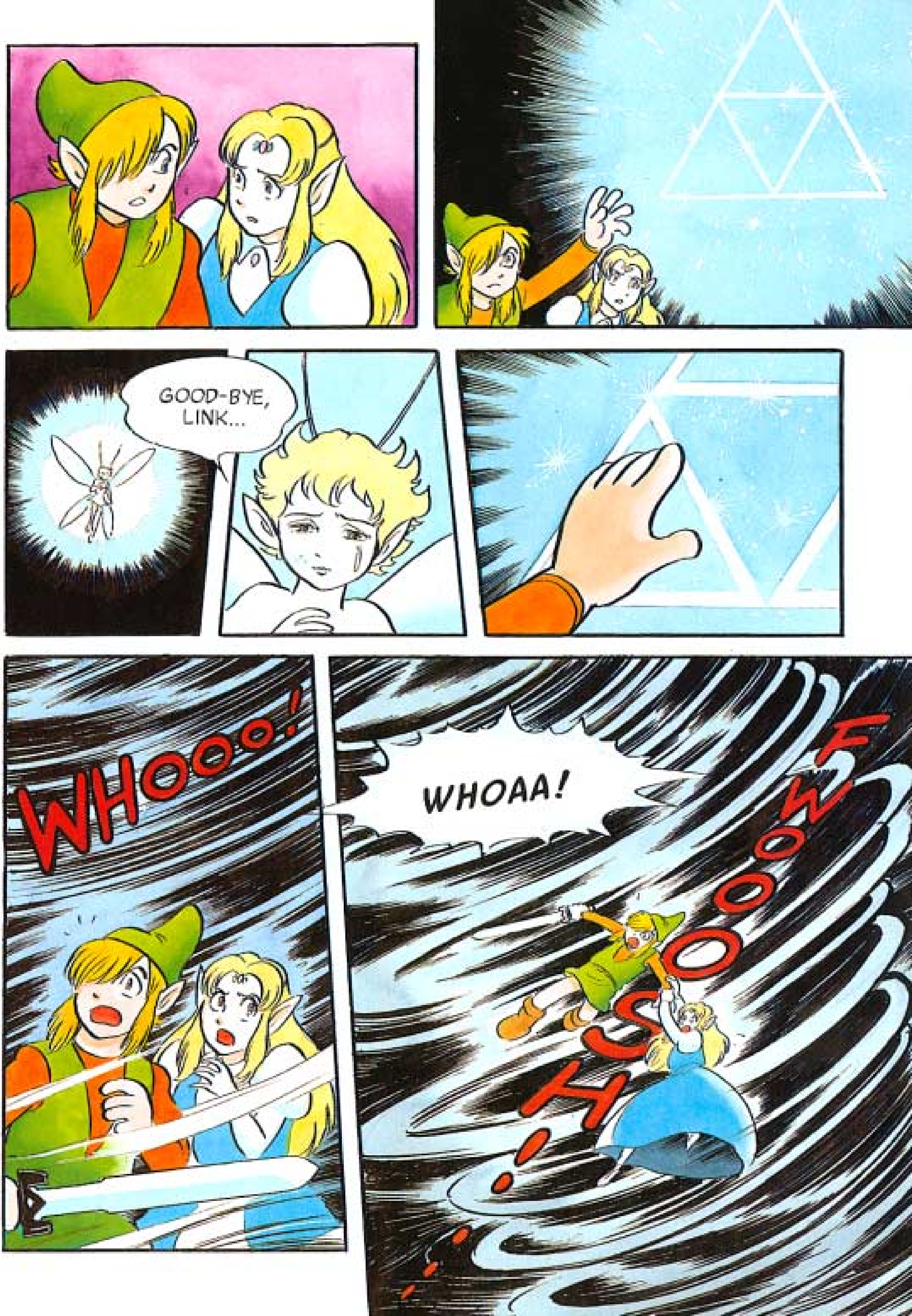

ZASH
SHOOOM!!
AAAHA...
IT WAS THE ***ENCHANTED ARROW***...

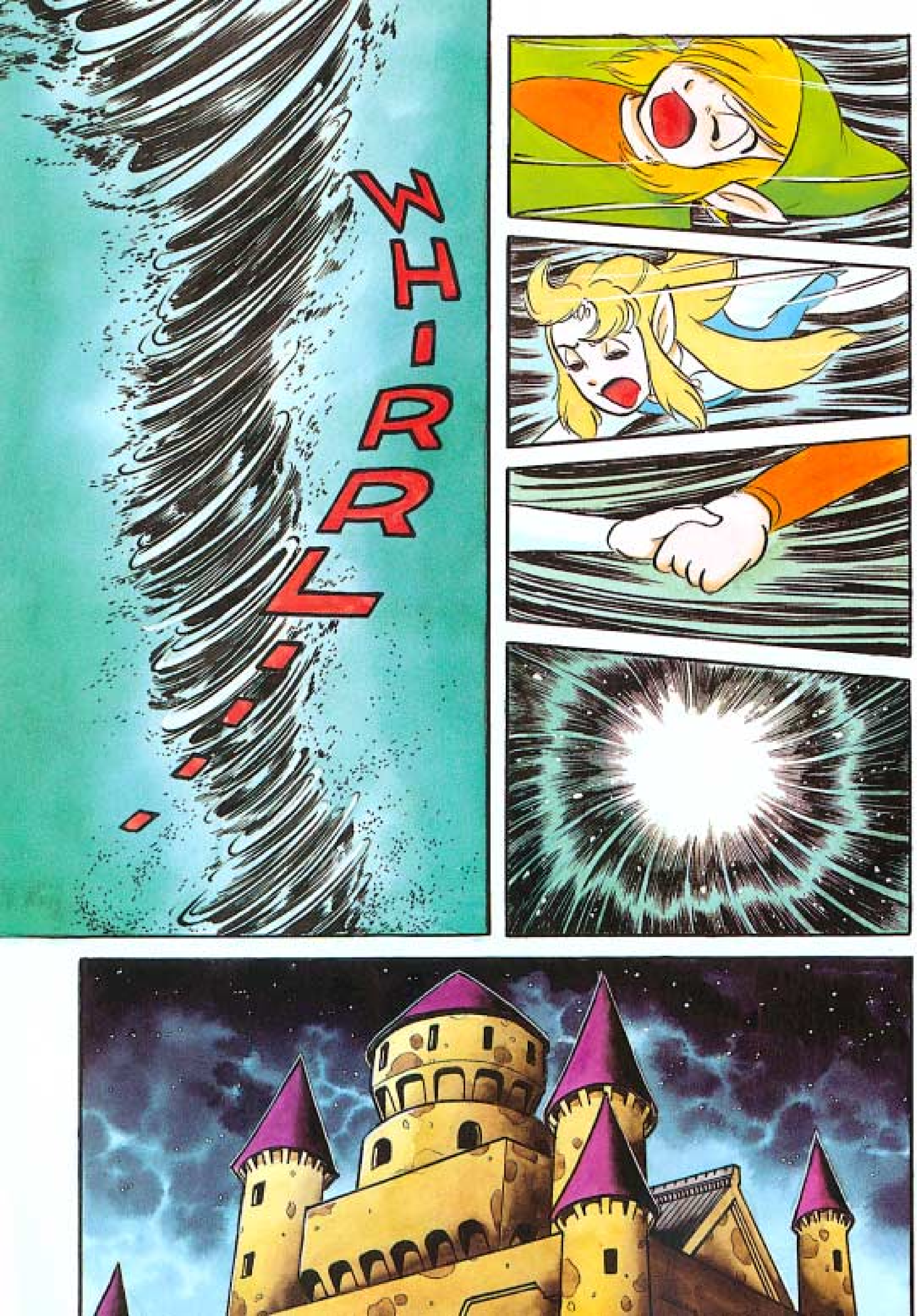

KA-BOOOOSH!
BLOOP...
BLOOP
BLOOP
GOOPOOOOP...
BLOOP!

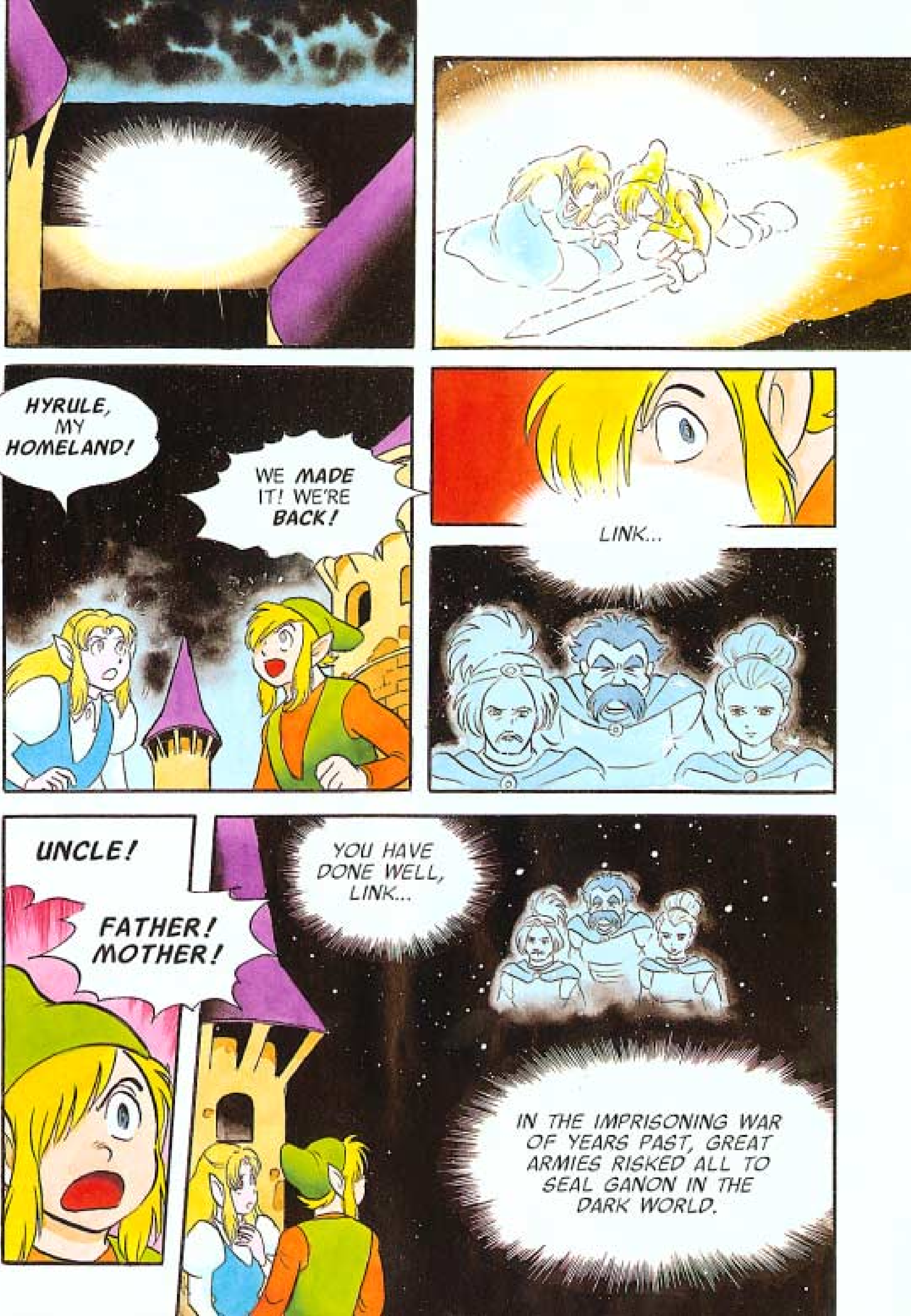

RUMBLE!...
RUMBLE...

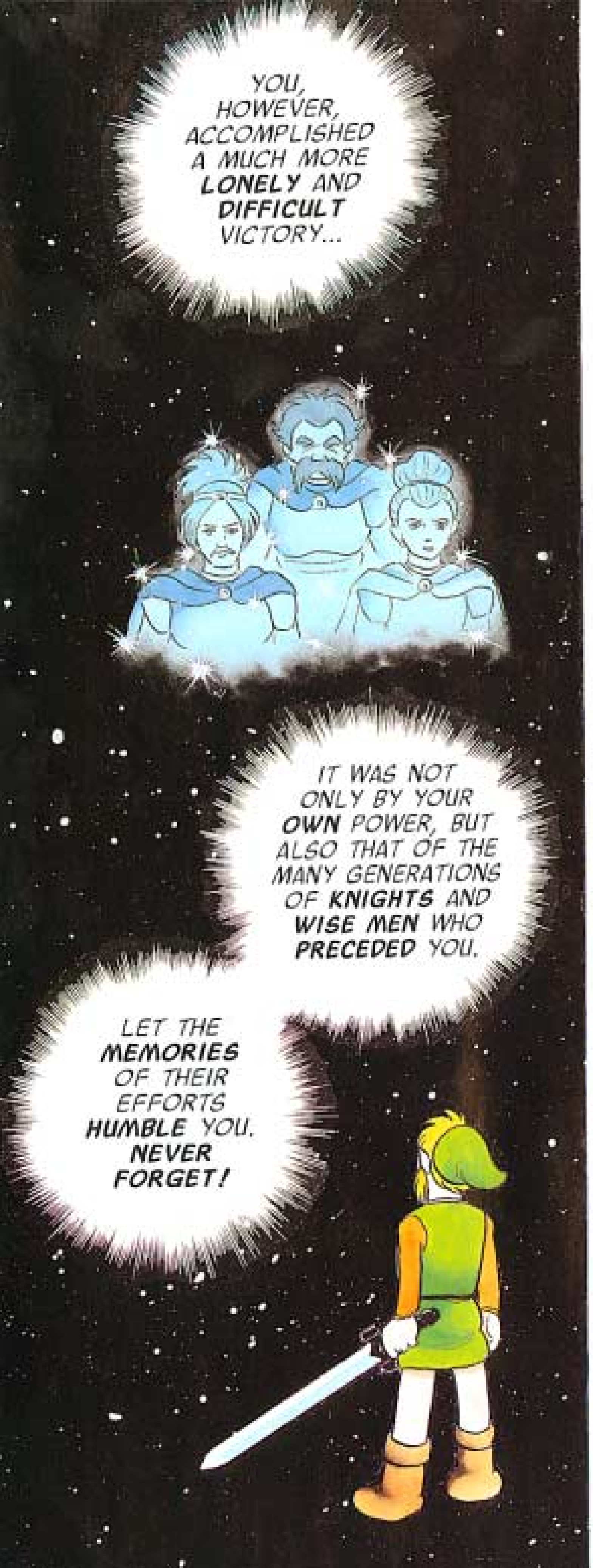



WELCOME, LINK...
I AM THE **ESSENCE OF THE TRIFORCE.**
THE TRIFORCE WILL GRANT THE **WISHES** OF THE PERSON WHO **TOUCHES** IT.
GOOD WISHES ARE BESTOWED UPON THE **GOOD**...
...AND **EVIL** UPON THOSE OF **EVIL HEART.** ALL ARE GRANTED IN **PERFECT CLARITY.**
YOU HAVE **TOTALLY DESTROYED** GANON.
THE TRIFORCE IS WAITING FOR A **NEW** MASTER.
ITS **GOLDEN POWER** IS IN YOUR HANDS--
--TOUCH IT WITH A **WISH** IN YOUR HEART.

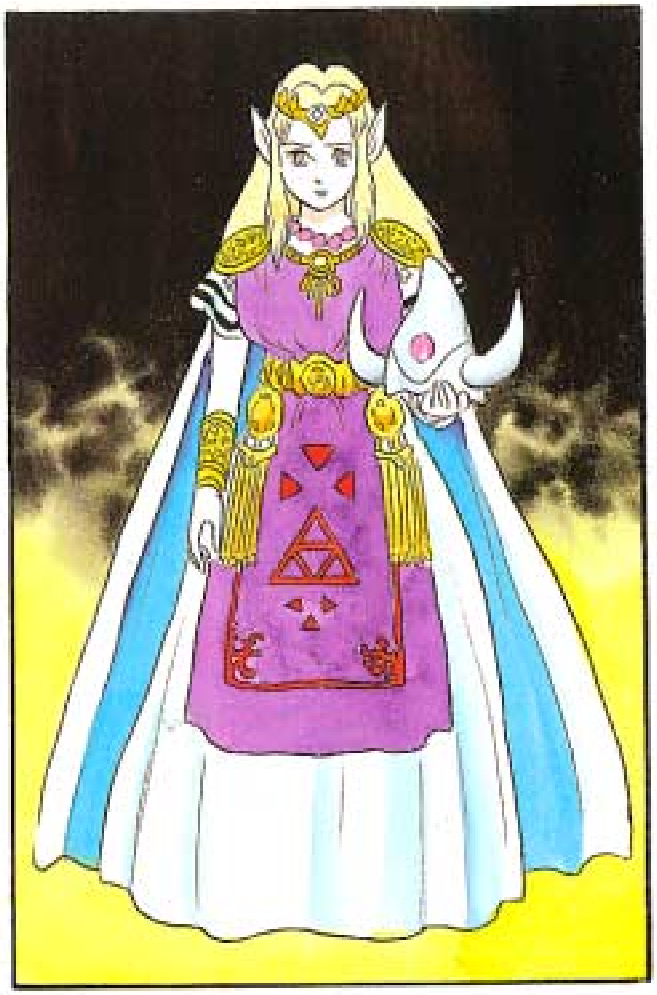

GOOD-BYE, LINK...
WHOOOO!
WHOAA!
FWOOOSH!!...

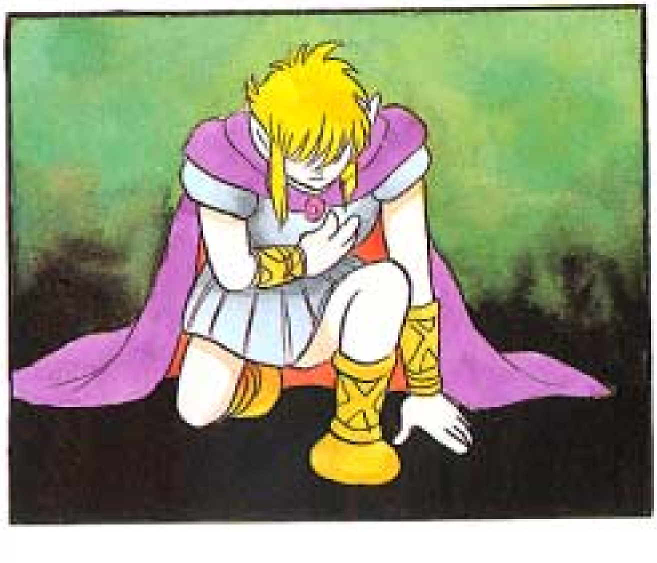

WHIRRL.....

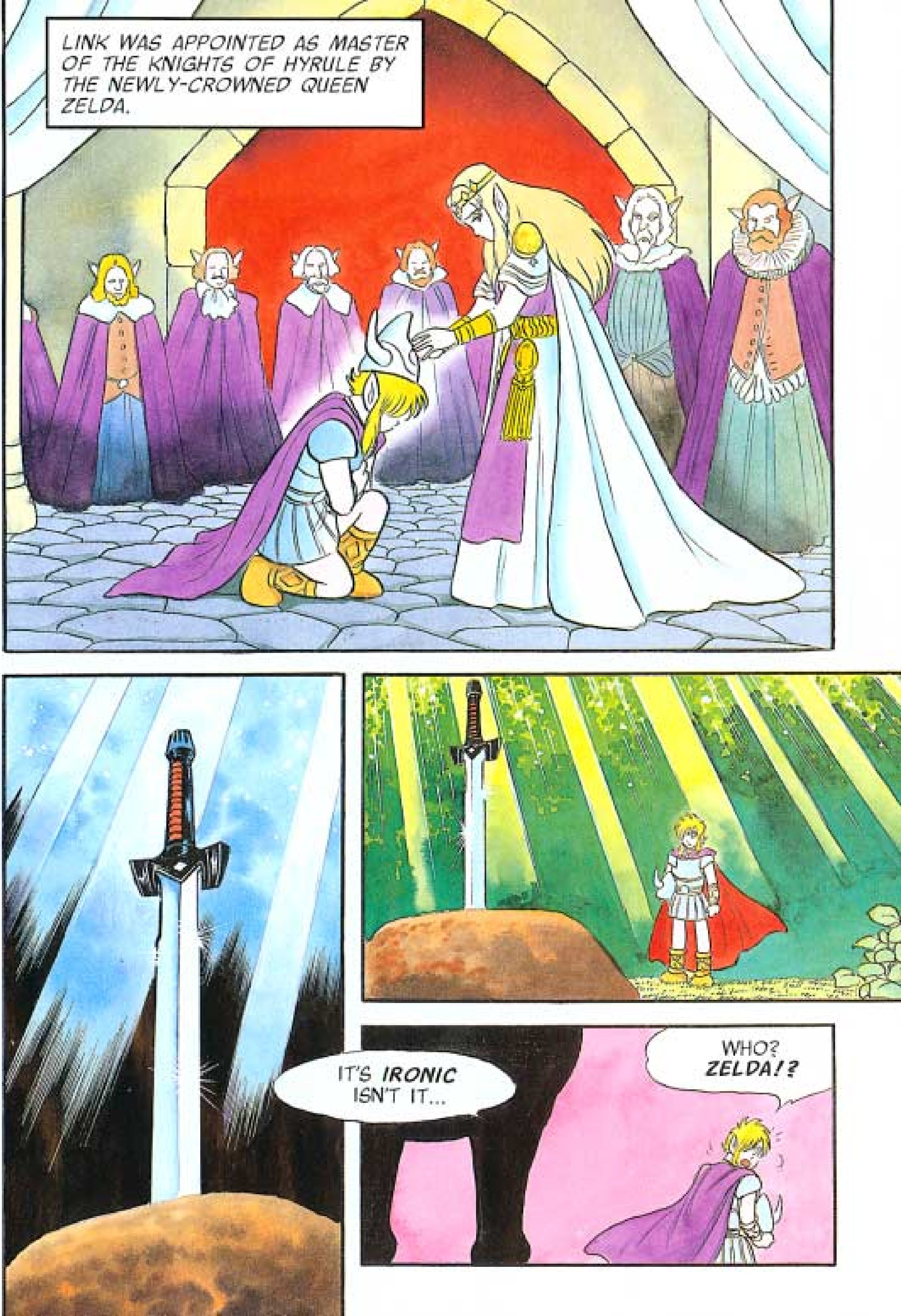

HYRULE, MY HOMELAND!
WE MADE IT! WE'RE BACK!
LINK...
UNCLE!
FATHER! MOTHER!
YOU HAVE DONE WELL, LINK...
IN THE IMPRISONING WAR OF YEARS PAST, GREAT ARMIES RISKED ALL TO SEAL GANON IN THE DARK WORLD.

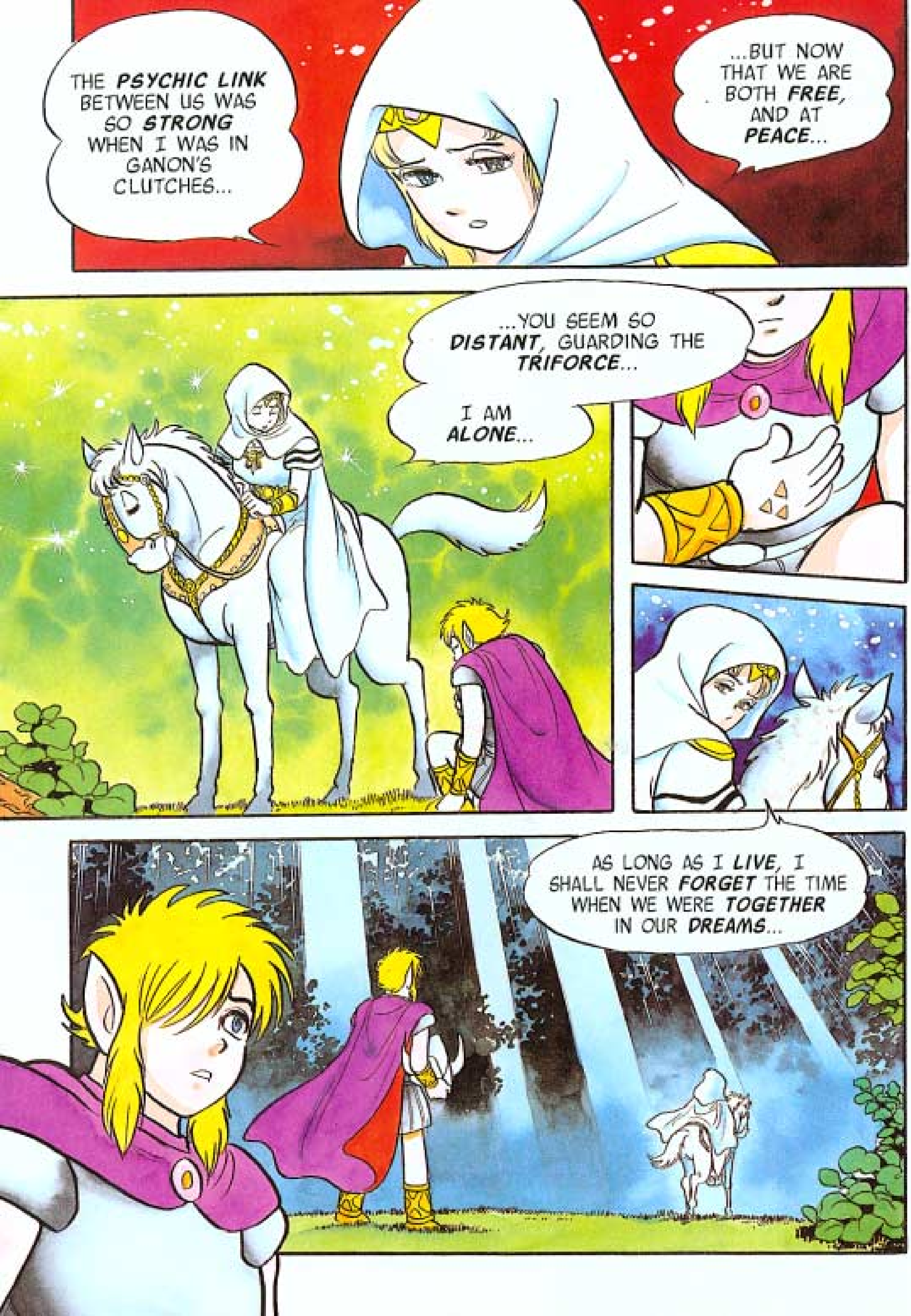

YOU, HOWEVER, ACCOMPLISHED A MUCH MORE **LONELY** AND **DIFFICULT** VICTORY...
IT WAS NOT ONLY BY YOUR **OWN** POWER, BUT ALSO THAT OF THE MANY GENERATIONS OF **KNIGHTS** AND **WISE MEN** WHO **PRECEDED** YOU.
LET THE **MEMORIES** OF THEIR EFFORTS **HUMBLE** YOU. **NEVER FORGET!**

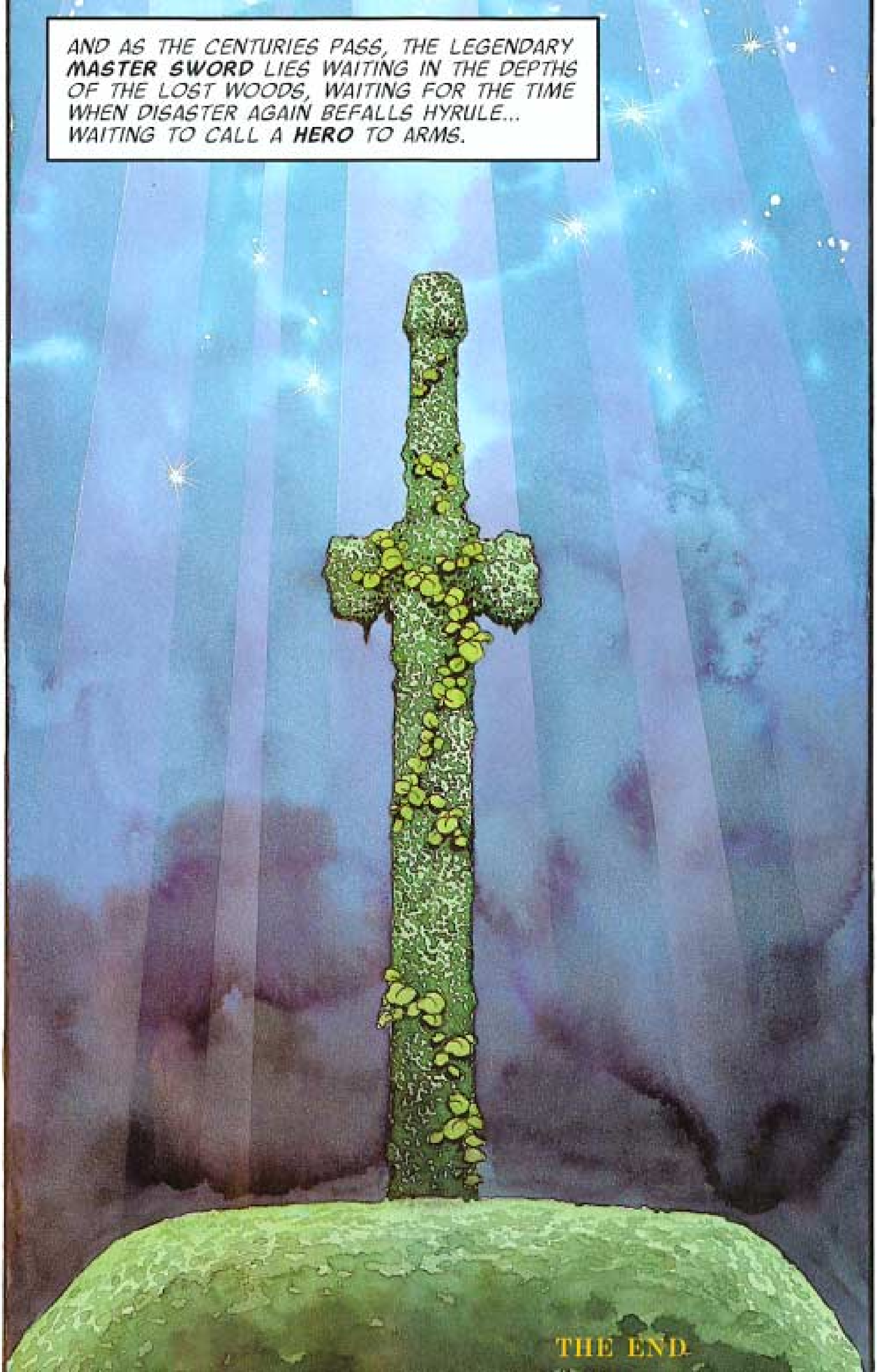
FOLLOWING GANON'S DEFEAT, THE DARK WORLD ***VANISHED,*** *RELEASING MANY WHO HAD BEEN* ***TRAPPED*** *THERE IN* ***MONSTROUS FORM.*** *THE LONGED-FOR* ***PEACE*** *ONCE AGAIN RETURNED TO HYRULE.*






LINK WAS APPOINTED AS MASTER OF THE KNIGHTS OF HYRULE BY THE NEWLY-CROWNED QUEEN ZELDA.
IT'S **IRONIC** ISN'T IT...
WHO? **ZELDA!?**


THE PSYCHIC LINK BETWEEN US WAS SO STRONG WHEN I WAS IN GANON'S CLUTCHES...
...BUT NOW THAT WE ARE BOTH FREE, AND AT PEACE...
...YOU SEEM SO DISTANT, GUARDING THE TRIFORCE...
I AM ALONE...
AS LONG AS I LIVE, I SHALL NEVER FORGET THE TIME WHEN WE WERE TOGETHER IN OUR DREAMS...


AND AS THE CENTURIES PASS, THE LEGENDARY **MASTER SWORD** LIES WAITING IN THE DEPTHS OF THE LOST WOODS, WAITING FOR THE TIME WHEN DISASTER AGAIN BEFALLS HYRULE... WAITING TO CALL A **HERO** TO ARMS.
THE END

About The Comics

The comics in this book were originally serialized in Nintendo Power magazine. The first of 12 parts appeared in January 1992 (Volume 32) and the series ran through December 1992. Although the story loosely follows the plot of the Super Entertainment System game, The Legend of Zelda: A Link to the Past, some new twists and characters were added to preserve the elements of surprise and add to the dramatic flow.

The designer of the comics, Shotaro Ishinomori, is one of Japan's most famous comic book creators. He has received many awards for his work. Among his most popular works in Japan are "Cyborg 009" (a science fiction adventure); "Masked Rider" (science fiction) and "Hotel" (a dramatic series).

Nintendo®

0 45496 69068 7

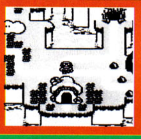
SUPER MARIO LAND®
6 Golden Coins™ 2

Big, bad Wario, a sinister Mario wannabe, has seized control of Mario Land during our hero's absence. Now that Mario is back, he has to chase Wario out of the castle or lose it forever. The six zones of Mario Land hold the magical Golden Coins, which act as a key to Mario Castle. It's up to you and Mario to explore the zones, collect the Coins and march on to the Castle to send Wario packing.

GATEWAY TO ADVENTURE

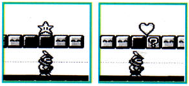
The first Koopa-crushing stage of the game serves as an entrance to Mario Land and a place to practice your running, jumping and stomping skills. Coins, Power-Ups and 1-Ups are abundant.

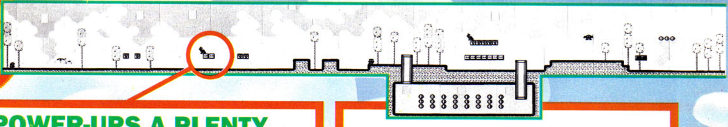
Here's where it all begins, fellow adventurers. Take your time in this opening stage and get acquainted with the basic moves.
Your Pal, Mario



SPECIAL ITEMS

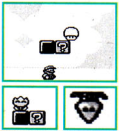
Hit the two blocks in the center of this line-up. You'll uncover a 1-Up Heart and a Star which will make you temporarily invincible.





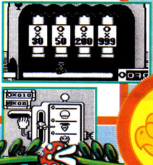
POWER-UPS A PLENTY

It pays to hit "?" Blocks. In addition to finding Coins in the blocks, you'll uncover a ton of valuable Power-Ups. They include Mushrooms for Super Mario size, Fire Flowers for a Fireball attack and Carrots for the ability to fly with wing-like Bunny Ears.



RAGS TO RICHES

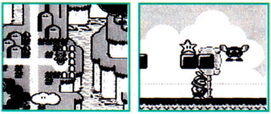
There are Coins in every corner of every Mario Land stage. Collect this loose change and take it to the Slot Machines near the entrance of the land for a chance to win valuable items. The more you invest, the more you stand to win.



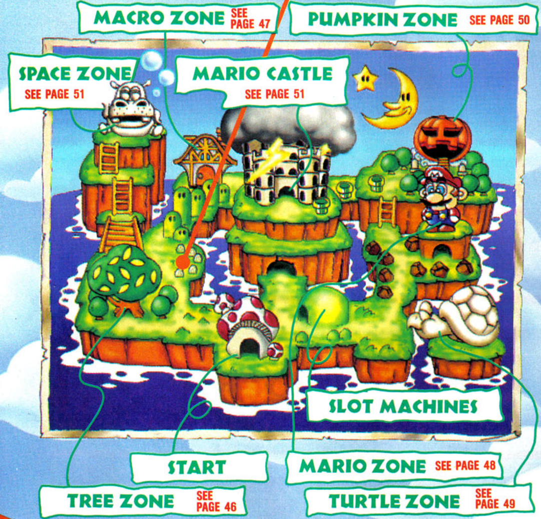
© 1992 Nintendo

1-UP COLLECTION

You can earn extra Marios in the stage between the Tree Zone and the Space Zone Entrance. Jump up to the left of the unmarked block. A Star will appear, granting you 15 seconds of invincibility. When you plow through the Goombas in this state, you'll earn 1-Ups.

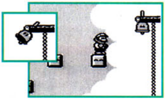


Grab the Star and run into enemies to earn 1-Ups.

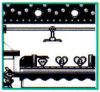

MACRO ZONE SEE PAGE 47
PUMPKIN ZONE SEE PAGE 50
SPACE ZONE SEE PAGE 51
MARIO CASTLE SEE PAGE 51
SLOT MACHINES
START
MARIO ZONE SEE PAGE 48
TREE ZONE SEE PAGE 46
TURTLE ZONE SEE PAGE 49

BONUS BELL

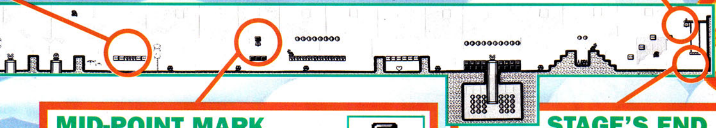
You'll find a big Bell above every stage Goal. If you can reach the Bell and ring it, you'll enter one of two special bonus-filled areas. The areas offer a chance to earn either a Power-Up or an extra life Heart.



Find your way to the Bell above the stage Goal.

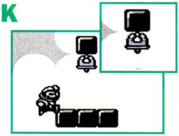


When the Bell rings, you'll enter a special bonus area where you can earn Power-Ups and 1-Ups.



MID-POINT MARK

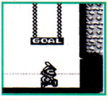
By ringing the mid-point Bell, you can record your position in the stage. If you bite the dust after ringing the Bell, you'll start over at the mid-point. If you complete the stage and re-enter, though, you'll start again at the beginning of the stage.



Hit the Bell to celebrate clearing the first half of the stage.

STAGE'S END

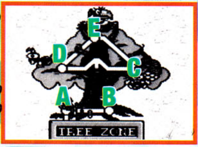
In order to clear each stage, you must make your way to the Goal. A few stages have two exits, but most have only one, and it is always clearly marked.



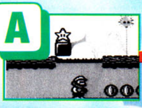
BEGIN YOUR SEARCH FOR THE GOLDEN COINS!

TREE ZONE

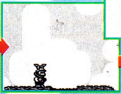
The five-stage Tree Zone begins in the roots of the giant Mario Land Tree and ends at the top. You'll encounter a big cast of creepy, crawly tree inhabitants and a whole lot of sap.



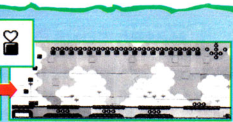
A



Jump up to reveal this hidden Star near the beginning of the stage.

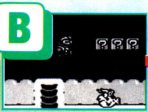


This cloud formation points to a bonus in the sky.

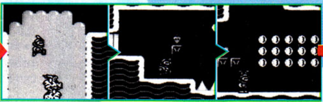


Hidden Blocks lead to a cache of Coins at the end of the stage. Jump up to make them appear.

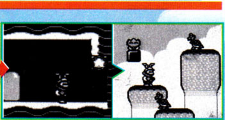
B



The tree sap is thick enough to hold you for a few seconds.

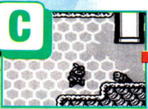


A sap-filled hole in the middle of the stage leads to a Carrot, a 1-Up and several floating Coins.

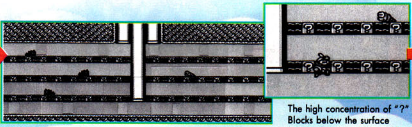


A Koopa-filled secret area is within your reach if you have Bunny Ears.

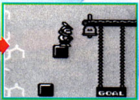
C



This honeycomb stage is crawling with critters like Grubbies and Bees.

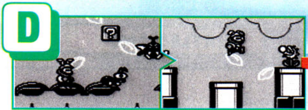


The high concentration of "?" Blocks below the surface contain Coins and Power-Ups.

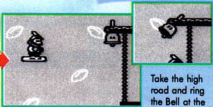


A hidden block near the Goal will allow you to reach the Bell.

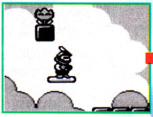
D



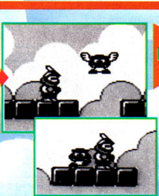
High flying adventure in the leaves requires good balance.



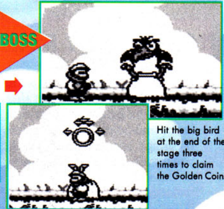
Take the high road and ring the Bell at the end of the stage.



Hop onto a floating platform and continue your Tree Zone ascent.



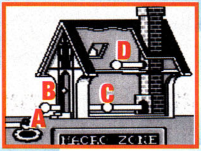
Flying Goombas will become crawling Goombas if you stomp them.



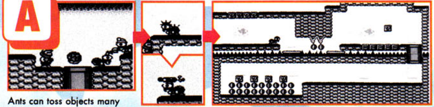
Hit the big bird at the end of the stage three times to claim the Golden Coin.

MACRO ZONE

As Micro Mario, you'll fight through the Macro Zone with fiery fury. The insects may be as big as you are, but you can still squash them under your shoes.



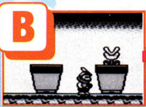
A



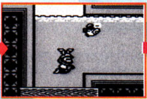
Ants can toss objects many times their own weight.

Use Fireballs to get to this underground chamber, then collect three 1-Ups.

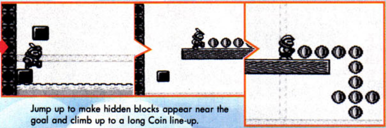
B



Be careful. Piranha Plants pop out of pots.

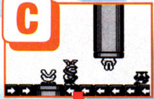


You should feel at home in this big house's plumbing.

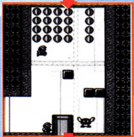


Jump up to make hidden blocks appear near the goal and climb up to a long Coin line-up.

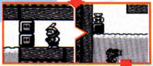
C



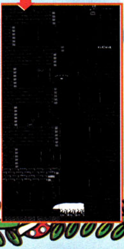
Piranha Plants and Goombas make for traditional Mario territory here.



Hidden blocks will allow you to reach several Coins in this area.

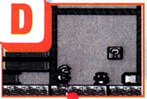


If you've got a feather in your cap, you can break into this area with Fireballs.

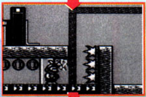


Jump back and forth to reach the top of this area and clear the stage.

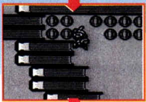
D



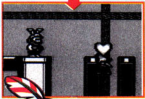
The Macro Zone attic is packed with huge books.



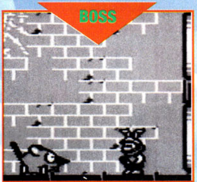
Jump from the moving walkway before you hit the spikes.



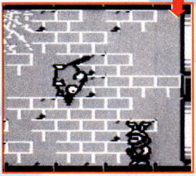
Look under books for Coins-a-plenty.



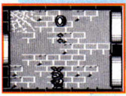
This little character steals 1-Up Hearts. Chase it down



Eek! A rat runs through the last room of the zone.



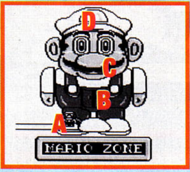
This varmint climbs to the ceiling, then drops. Be ready for it.



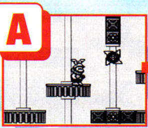
When the rat is history, you'll have another of the Six Golden Coins.

MARIO ZONE

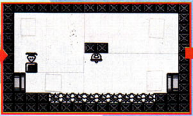
Holy mechanical Marios! The Mario Zone takes place in a giant robotic version of the fighting plumber. Work your way to this mechanoid's brain and steer clear of moving parts.



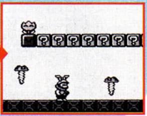
A



Leap from one gear to the next and watch for sharp objects.

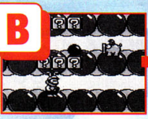


Grab a Carrot before you attempt to ring the mid-stage Bell.

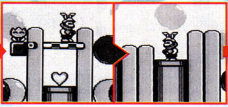


The mechanical Mario has a few loose screws.

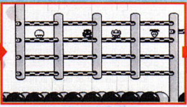
B



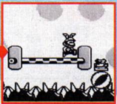
Cannonball-spitting creatures cause havoc here. Jump out of the way.



Find a Pipe that leads to the underground, then go up and grab a Heart.

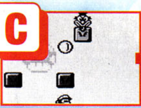


Choose the Power-Up you need and jump up to it. Don't be greedy—you can grab only one.

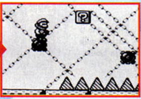


Knock the Bear off its Ball and ride over the spikes.

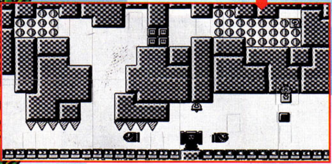
C



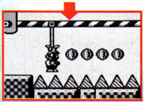
Run from the Jack-in-the-Box that pops out of Blocks.



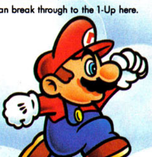
You can avoid the ground spikes by riding balls on chains.



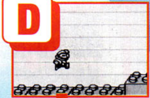
If you can toss Fireballs, you can break through to the 1-Up here.



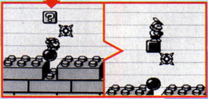
Get a lift from a Mario Zone crane over the spikes.



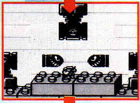
D



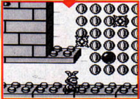
The mechanical Mario's brain is made up of giant building blocks.



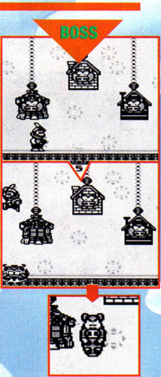
Duck to avoid the sharp satellite and hit the block for a Fire Flower.



Bullet Bills pop out from all directions. Jump to avoid them.



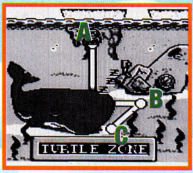
You'll find a load of hidden Coins if you have Bunny Ears.



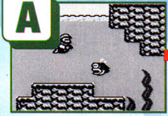
Three big Pigs leap from their hanging houses in the Mario Zone finale. Hit them each three times to be victorious.

TURTLE ZONE

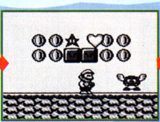
The giant tortoise of the Turtle Zone grabs intruders and takes them down to three deep stages. You'll have to be a good swimmer in order to see your way through this underwater adventure.



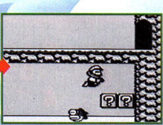
A



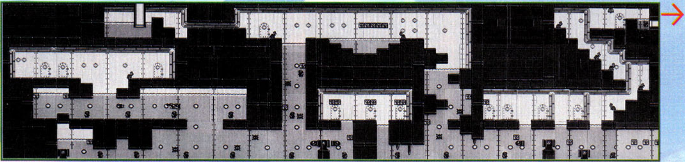
There are no Frog Suits to help you in this water world.

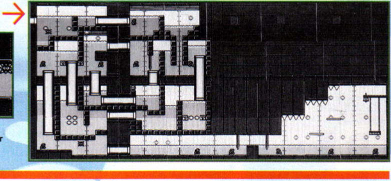


Hit Blocks to earn a Heart and a Star.

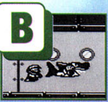


Swim under the Goal to grab one more 1-Up.

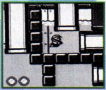




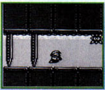
B



Sharks cannot be stopped. Swim around them . . . carefully.

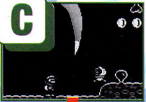


This place is a real maze. Consult the map for guidance.

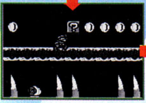


Some sections are treacherous. Take your time.

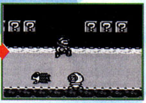
C



You'll swim right into the belly of a whale!

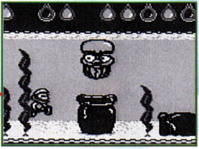


Sticky parts of the whale allow you to avoid touching the spikes below.

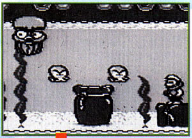


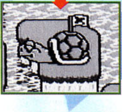
The whale takes in plenty of water. Swim through it to safety.

BOSS

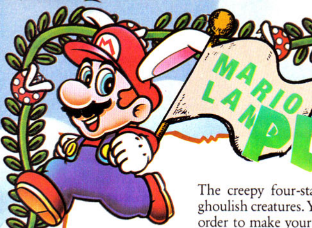


The whale's attack force is lead by a giant octopus. Hit it on the head as it swims toward you.



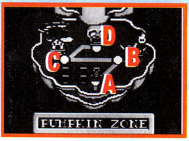


Zones that are completely cleared are marked with a surrender flag.

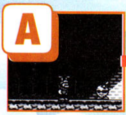


PUMPKIN ZONE

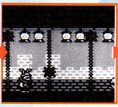
The creepy four-stage Pumpkin Zone is filled with ghosts and ghoulish creatures. You'll have to scare up a spook-stomping plan in order to make your way to the zone's well-guarded Golden Coin.



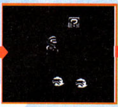
A



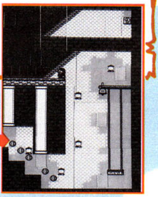
Welcome to the dark and challenging Pumpkin Zone.



The spiked balls are deadly. Stay away.

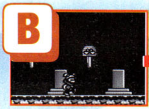


The Blocks in this area are sometimes invisible.

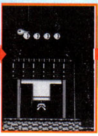


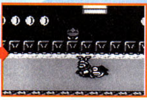
Grab the 1-Up above the Goal before you leave the area.

B

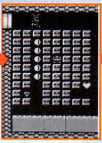


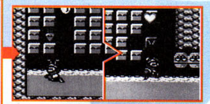
Floating spook heads stick out their tongues. Don't get licked.





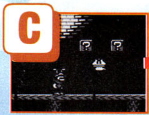
You can run on the ground or on the rooftops. Either way, you'll encounter plenty of ghosts.



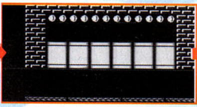


Reach the 1-Up in this area by revealing a hidden block.

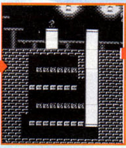
C

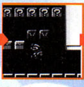


An unbeatable ghost zig-zags at the beginning of the stage.

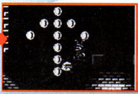


The third pipe in this area leads to the Coins above.



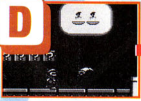


Go below before you reach the mid-point Bell to earn a Heart and a Flower.

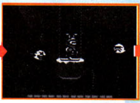


Coin arrows always point to something special. In this case, it's a secret exit.

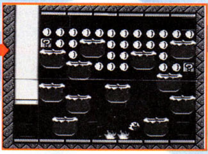
D



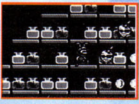
This stage contains odd but stompable critters.



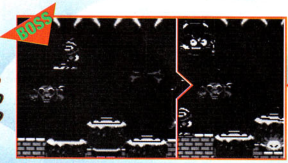
Something dangerous is brewing in the Pumpkin Zone.



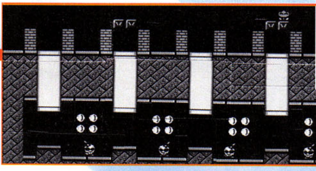
An underground witch's room holds Coins, a Power-Up and a 1-Up.

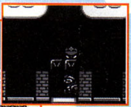


You can find Coins and masked ghouls between the potion bottles.



Stay in the middle of the last room while you wait for the Witch to appear on one side, then leap and stomp.



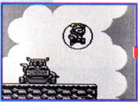


Some of the pipes here lead to a hidden Block dead end.

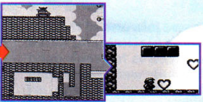
MARIO LAND
MARIO LAND

SPACE ZONE

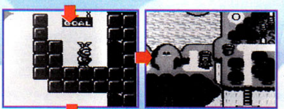
The Space Zone will prove to be one of the most challenging sections of your journey. You can only reach the zone by completing the Hippo stage.



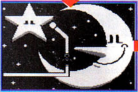
Climb into a Soap Bubble in the Hippo Stage and take off.



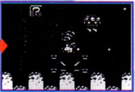
The underwater section of the Hippo Stage includes 1-Up opportunities.



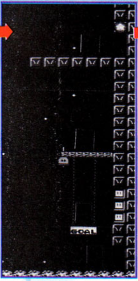
If you go through the low Goal, you'll wind up below the Space Zone.



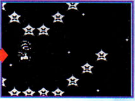
Float to the top Goal in the Hippo Stage to reach this challenging zone.



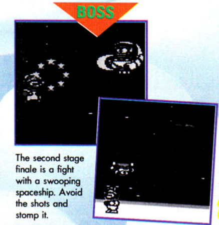
Gravity is low and the Space Zone enemies are unpredictable.



The first stage of the zone features two exits.



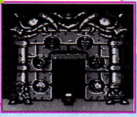
The action scrolls automatically in the second stage. Stay on your toes or you'll get zapped.



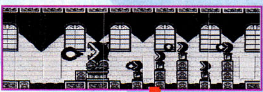
The second stage finale is a fight with a swooping spaceship. Avoid the shots and stomp it.

MARIO CASTLE

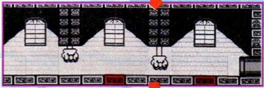
The demented villain of the land has renamed this building "Wario Castle." It's up to you to step in. You'll be able to enter when the Six Golden Coins are in place.



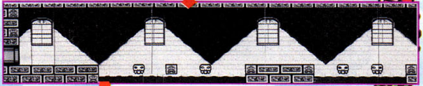
The door to the Castle will open when you've returned the Coins.



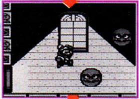
Fire-spitting Piranha Plants greet you near the Castle entrance.



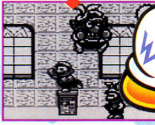
Jump over the trigger panels to keep Wario's mechanical fists from crashing down.



The platforms in this area disintegrate when you touch them. Jump quickly.



Floating Faces bounce off the walls in the last three chambers leading to Wario.

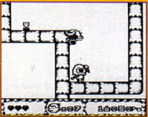


Your battle with the big guy will be long and challenging. Match his moves.

RECLAIM THE NAME OF MARIO LAND!

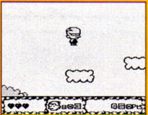
© 1992 HUDSON SOFT

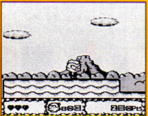
BONK'S ADVENTURE™



BOOGALOOGA!

Sound the caveboy battle cry and join one of Hudson Soft's heroes, Bonk, as he makes his Nintendo debut on Game Boy. Bonk's only weapon is his rock-solid noggin, but he controls it extremely well! You'll have Bonk bonking everything in sight as he sets off through the dangerous Dinosaur Land in search of the Moon Princess. The evil King Drool and his band of hooligans have kidnapped her in an attempt to overtake the peaceful kingdom. It's a tough assignment, but if Bonk has his way and uses his thick head, King Drool will soon become King Fool!





ROUND ONE

Not many enemies inhabit Round One. Make sure Bonk gets the mini-flower at the midway point. It'll take him to a wall-climbing Bonus Area.

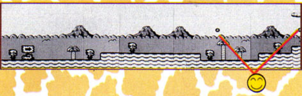
HAPPY FACE

Get happy! Collect as many Happy Faces as possible to increase Bonk's Bonus Point total at the end of each round.

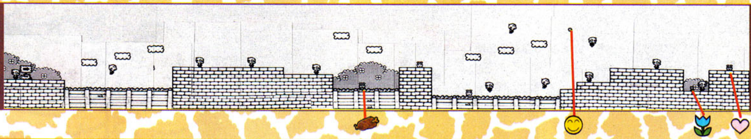
BONE-UP

There are two different sizes of Meat Power-Ups. The Big Meat turns Bonk into the Invisible Screamer and makes him invincible for a full 10 seconds.

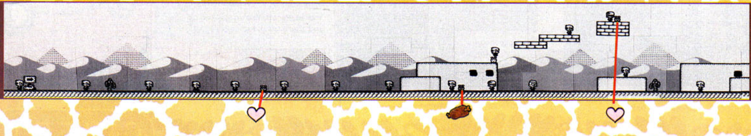
START



A



B



DINOSAUR LAND

Welcome to Dinosaur Land! Since King Drool and his carnivorous cronies invaded, there has been danger lurking around every corner. Bonk will pay a visit to six specific areas of Dinosaur Land where, at the end of each round, he'll have to square off against one of King Drool's main dirty deed-doers.

ROUND SIX

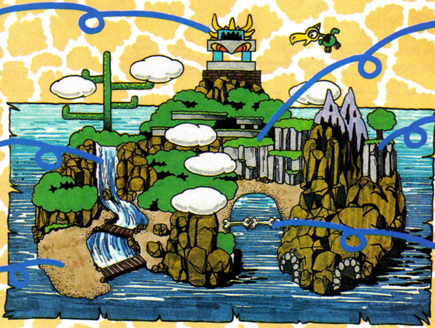
The Castle at the summit of the mountain is where the critical final clashes with each of the stage bosses and King Drool take place.

ROUND TWO

Bonk will do some serious climbing in the waterfall areas of Round Two. He can even swim up the waterfalls! The bird boss, Eggbirt, lives at the top of the falls.

ROUND ONE

Dinosaur Land is actually an island. Round One starts Bonk off at the sandy seashore and leads him through desert areas.



ROUND FIVE

Bonk will begin his assault on the summit in Round Five. The underground crypt is a creepy setting and the enemies in this area are even creepier.

ROUND FOUR

The mountainous environment of Round Four leads Bonk through some treacherous territory. He'll meet some new enemies here.

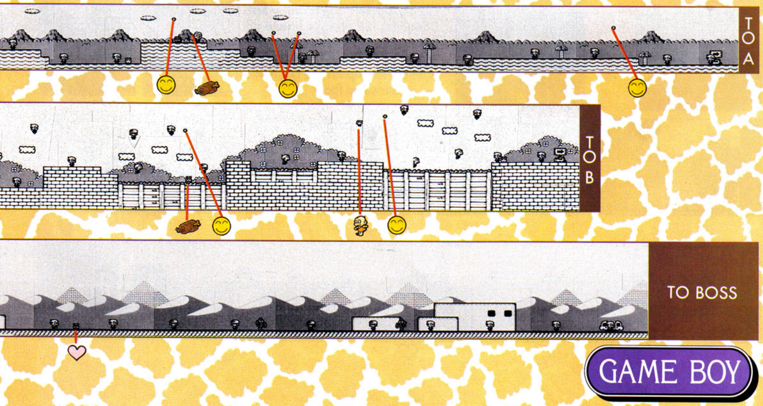
ROUND THREE

Round Three takes Bonk to the Bone Bridge. Bonk can bypass the first section by making it across the bridge, but he'll soon find himself in troubled waters.

HEART
Restore Bonk's energy level by collecting various sizes of Hearts.

EXTRA BONK
Find Bonk replicas throughout the stages to earn valuable 1-Ups.

BONUS ROUND
Touch the Mini-flower to warp Bonk to a Bonus Round.

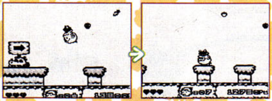


ROUND TWO

Eggbirt will hatch at the top of the waterfall when Bonk arrives. Round Two isn't too difficult. Bonk should have very little trouble. Watch out for the electric fish in the waterfalls!

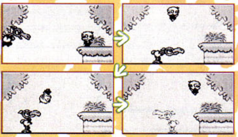
BONUS ROUND

When jumping from platform to platform in this Bonus Round, press the B Button rapidly to make Bonk do repeated somersaults. If Bonk lands on his head, he'll come to an immediate stop.



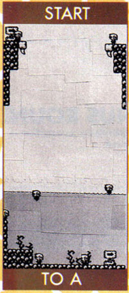
SCRAMBLE EGGBIRT

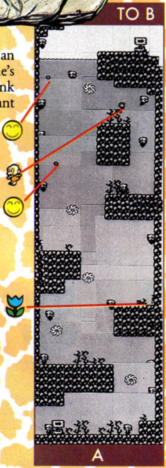
Use the platform to leap up, spin and land on Eggbirt's head. Watch out for his beak, though. Bonk will lose energy if he touches it.



ROUND THREE

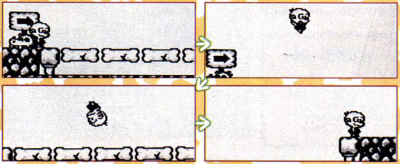
Take a dip! Bonk is an excellent swimmer, but he's not very fast. If Bonk bonks the head of a giant sea turtle, a small turtle will appear. Get it to turn into a fast-swimming turtle.





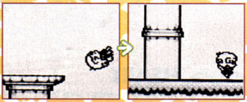
CROSS THE BRIDGE

Bonk can bypass the first section of Round Three if he makes it to the other side of the bone bridge. Jump up and spin across the chasm or risk falling to the water below.



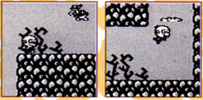
BONUS ROUND

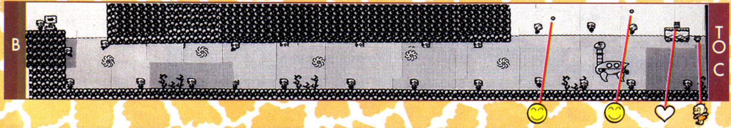
Flip as many times as you can and land on your feet when you hit the ground. There are six sections to the column. Count them as you spin downward.

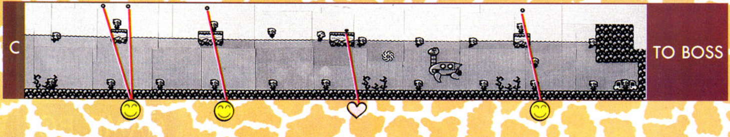


BONK-UP

Bonk doesn't swim very fast. However, it is easy for him to destroy enemies from underneath. Press the A Button to give Bonk a quick boost upward to crash into an underwater foe.





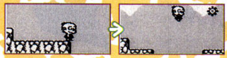


ROUND FOUR

There are some strange creatures living in them thar hills! Watch out for the Trap Bani-bana Flowers. Caveboy-eating plants will jump out of them and attack Bonk.

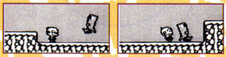
FLIP ACROSS

Use the spinning jump technique to get Bonk safely across the wide areas of molten lava.



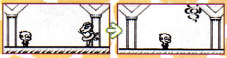
DINO BITE

Don't mess with these prehistoric canines. Jump over them and run away because their bite is worse than their bark.



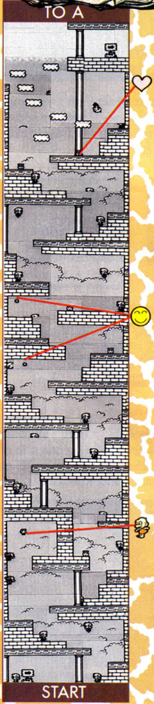
SPIN LIZZY

This mousy figure skater will try to put Bonk on ice. Jump up, spin and bonk her on the head, but don't jump too soon.



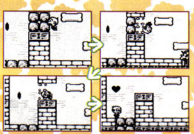
ROUND FIVE

Bonk will have to contend with foes of many shapes and sizes as he makes his way up through the depths of King Drool's castle.



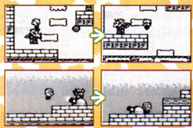
BREAK OUT

Bonk can jump, spin and use his head to obtain access into areas that are blocked off with boulders.



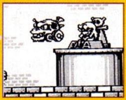
BOSS BREAK

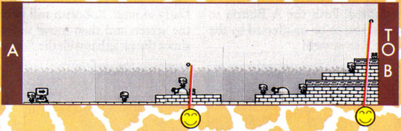
There's no boss in Round Five. Maybe King Drool is giving Bonk a break. Maybe not!

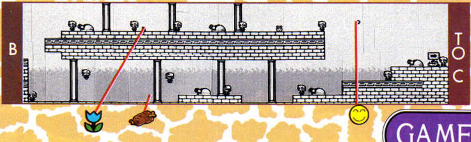


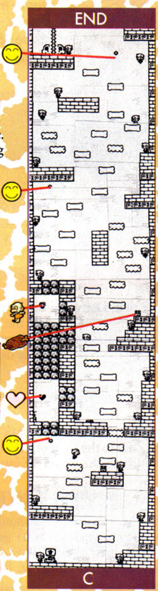
BOSS-O-RAMA

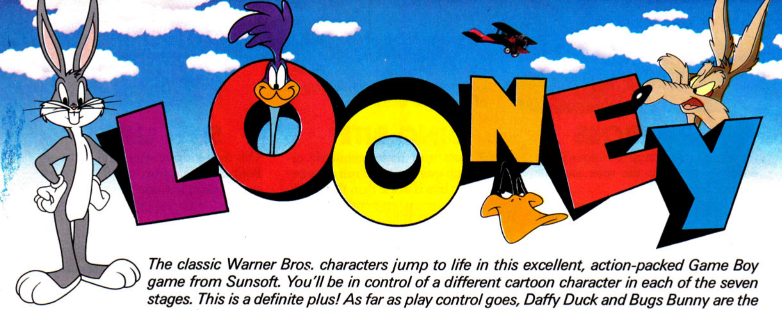
Before confronting King Drool, Bonk will have to tangle with each of the bosses that he has previously faced in the game. After defeating each boss, move to the left and right to check the entire area for Items like Hearts and 1-Ups. They will definitely appear.











The classic Warner Bros. characters jump to life in this excellent, action-packed Game Boy game from Sunsoft. You'll be in control of a different cartoon character in each of the seven stages. This is a definite plus! As far as play control goes, Daffy Duck and Bugs Bunny are the same, but every other stage serves up the action differently. Looney Tunes offers a good challenge and is very fun to play!

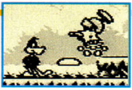
STAGE 1: DAFFY DUCK

"I always knew they'd put me first!"

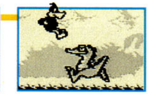
Daffy leads things off in Stage 1. The first half of the Stage is on land. Yosemite Sam and a large dragon will impede Daffy's progress. Hit them with the Frisbee. The second half of the stage is underwater. Keep your Frisbee at the ready to fend off swimming enemies. There is a 1-Up that is surrounded by spikes on three sides. Swim carefully and avoid the spikes because you'll need the 1-Up.

SUPERIOR QUACKMANSHIP

At first, Daffy is a bit difficult to control. He's very swift of foot and can leap into the air with the greatest of ease. Once you get the hang of it, you'll appreciate Daffy's agility. To fend off approaching enemies and to battle the Boss, Daffy carries a Frisbee weapon. He only has one to throw at a time.



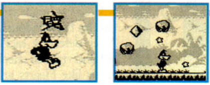
A Frisbee, which acts like a boomerang, is Daffy's weapon.



Daffy can jump high and bounce on enemies to defeat them.

"POW"

Before the midway point in Stage 1, Daffy will see a "POW" star hanging out to the right of a tall ledge. Jump off of the ledge to get it. Daffy will have the power of invincibility for a short while.



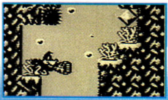
Stars protect Daffy. These large boulders won't hurt him! Dash to the right to avoid confrontations.

DIVING DUCK

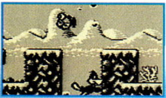
Daffy doesn't seem to mind going underwater. Besides, he's a duck, his feathers won't get ruffled! Push the A Button to boost Daffy along. The Frisbee seems to be unaffected by the change in surroundings. It flies just as well!

ROBOFISH

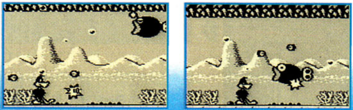
The piranhas that come out of Robofish's mouth will chase Daffy around. Robofish will swim a few circles on one side of the screen and then move to the other side. Daffy needs to shoot the piranhas with the Frisbee and shoot Robofish as well.



These shellfish move vertically on the walls. Shoot them with the Frisbee or knock them off by bouncing on them.



It's easy to get sucked into the downward current in these areas. Press the A Button rapidly to get through.



Pow! Daffy chucked the frisbee and a pesky piranha bit the dust. Watch out for the one behind you, Daffy! Press the A Button to swim to safety.

TUNES™

LOONEY TUNES, characters, names, and all related indicia are trademarks of Warner Bros., a Time Warner Entertainment Company © 1992.

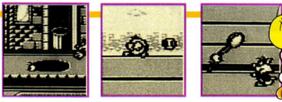
STAGE 2: TWEETY

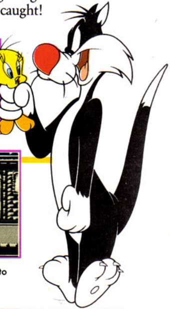
"I taught I taw a puddy tat!"

Tweety is the most vulnerable of all the characters in the game. He has no weapon. He can only flap his tiny wings to fly around and avoid the dangers of the street—mainly Sylvester! If Tweety uses his head and doesn't fly too much, he'll make it to the end of the street without getting hit by falling objects. Don't worry too much about getting the Crystals. Worry about getting caught!

A DANGEROUS STREET

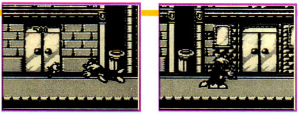
Various enemies will throw objects at Tweety. Don't fall down into the manholes—you won't come back. Sylvester's son is easily avoided by flying over him. Don't fly for too long! Tweety tires easily.



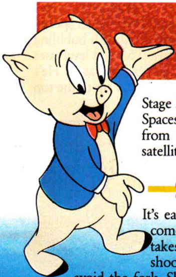


SYLVESTER

Sylvester always approaches from behind. If Tweety is flying, Sylvester will approach rapidly. If Tweety is walking or standing still, Sylvester will creep up on him. Tweety will lose a Heart if Sylvester catches him. If you think that Sylvester is about to strike, stand on the right side of a manhole. The not-so-sly feline will fall in it every time.



Sylvester is determined to catch that little bird! If Tweety happens to get caught by the cat, press the A Button rapidly to break free.



STAGE 3: PORKY PIG

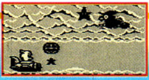
"That's all, folks!"

Stage 3 finds Porky Pig hamming it up in the unfriendly skies. Spaceships, satellites and ACME bombs will come at Porky from the right side of the screen. Shoot the spaceships and satellites, but avoid the multitude of exploding ACME bombs.

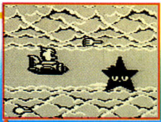
Keep your thumb on the B Button to shoot. Fly around the space ships if you can't attack them.

STAR-CROSSED WITCH

It's easy to shoot the Witch. The difficult part comes when the Witch takes off and the Star takes over! Follow the Star up and down while shooting constantly. It's almost impossible to avoid the fork. Shoot it before it homes in on you.



The pumpkins that the Witch tosses are easier to avoid than the forks that the Star uses for attack.



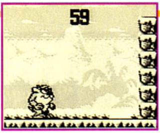
STAGE 4: TASMANIAN DEVIL

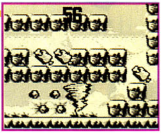
"Feed me, I'm hungry!"

Taz gets the easy job. Stage 4 isn't a "normal" type of stage with obstacles and enemies—it's more like a Bonus Stage. All Taz has to do is collect as much food as he can within 60 seconds. It couldn't be any easier. Move left and right to find as much food as possible.

FEED YOUR FACE, TAZ

When Taz begins his whirl through the blocks, he'll have 60 seconds to snag as much food as possible. Collecting food leads to a huge bonus point payoff at the end of the stage. Taz may move freely from left to right through the blocks. It may not be wise to go as fast as possible. You might miss some food as you fly by it.





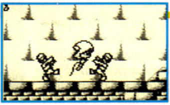
STAGE 5: SPEEDY GONZALES

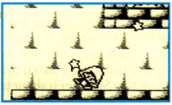
"Ariba, Ariba, Andale, Andale!"

It's a good thing Speedy isn't afraid of ghosts and mummies. They're all over the place in Stage 5. And amphibians, too. What an odd combination! The difficulty level increases tremendously in Stage 5. When attacking enemies, the most important thing to remember is to keep Speedy in a safe position before he fires. Speedy remains stationary for about two seconds until he stops firing.

"CRAZY LEGS" GONZALES

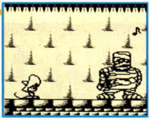
Out of all the characters, Speedy is probably the most difficult to control. When you fire at enemies, he stops and does a little Mexican hat dance while he's shooting.



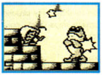


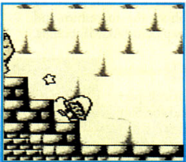
MINI-BOSSES

MUMMY: The Mummy is fairly easy to defeat. Stand just close enough that some of Speedy's shots will hit him. Don't stand too close—the Mummy will kick Speedy. Move a little to the left before firing again.



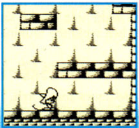
BULLY FROG: This bully frog doesn't want to let Speedy get by him. What the frog doesn't know is that he's no match for the non-threatening Mexican mouse. Stand on the lowest step and fire at the frog. Keep firing as the frog jumps repeatedly over the top of you.

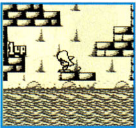




THE RISING TIDE

A section of the underground crypt which Speedy is trying to get through will flood with bubbling acid when he enters the area. The acid level rises very quickly, so Speedy can't hesitate at all. He's gotta go . . . NOW! Work your way up to the top as fast as you can.

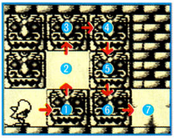


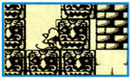


If Speedy tries to go for this 1-Up now, the acid will surely get him. Opt to pass it by and quickly continue upward.

SLIDING BLOCKS

There's only one way to get by these Blocks. If you watch closely, the Block that will move next will shake a bit before moving. Jump to avoid being squashed.

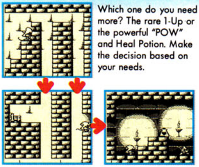




OK. We'll make it easy for you. Follow this pattern as the Blocks slide and change positions.

WHICH WAY TO GO?

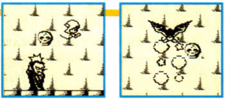
Speedy can drop down one of two vertical shafts in this area. The shaft on the left leads to a 1-Up. Hold Left as you fall to get it. If you hold Right while falling down the right shaft, you will enter a room which contains a "POW" and a Heal Potion. Beginners should go to the right.



Which one do you need more? The rare 1-Up or the powerful "POW" and Heal Potion. Make the decision based on your needs.

SPEEDY THE VAMPIRE SLAYER

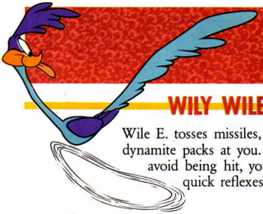
This evil fiend has a few tricks up his sleeve—they're called bats! When the Vampire first appears, Speedy should just jump and bounce off of his head while avoiding the bats. When the Vampire turns into a bat, only then should Speedy shoot at it.



POW! Speedy popped him a good one, but now the Vampire has turned into a bat! Jump up and shoot it.

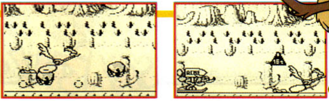
STAGE 6: ROAD RUNNER

"Beep! Beep!"



WILY WILE E.

Wile E. tosses missiles, 16-ton weights and dynamite packs at you. There's no trick to avoid being hit, you just have to have quick reflexes and a little luck.



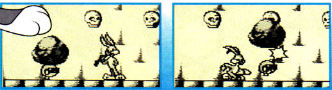
STAGE 7: BUGS BUNNY

"What's up Doc?!"

Bugs Bunny, that wascally wabbit, sets off to finish this Looney Tune expedition in Stage 7. And, wouldn't you know it, Bugs' main nemesis, Elmer Fudd, will be on hand to do battle. The play control will already be familiar. Bugs acts, reacts and has use of a Frisbee just like Daffy did way back in Stage 1.

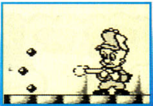
ROCK CHUCKER

This little guy is very strong for his size. He'll toss boulders at Bugs. Shoot him with the Frisbee and jump over the boulders as they come sailing toward you.

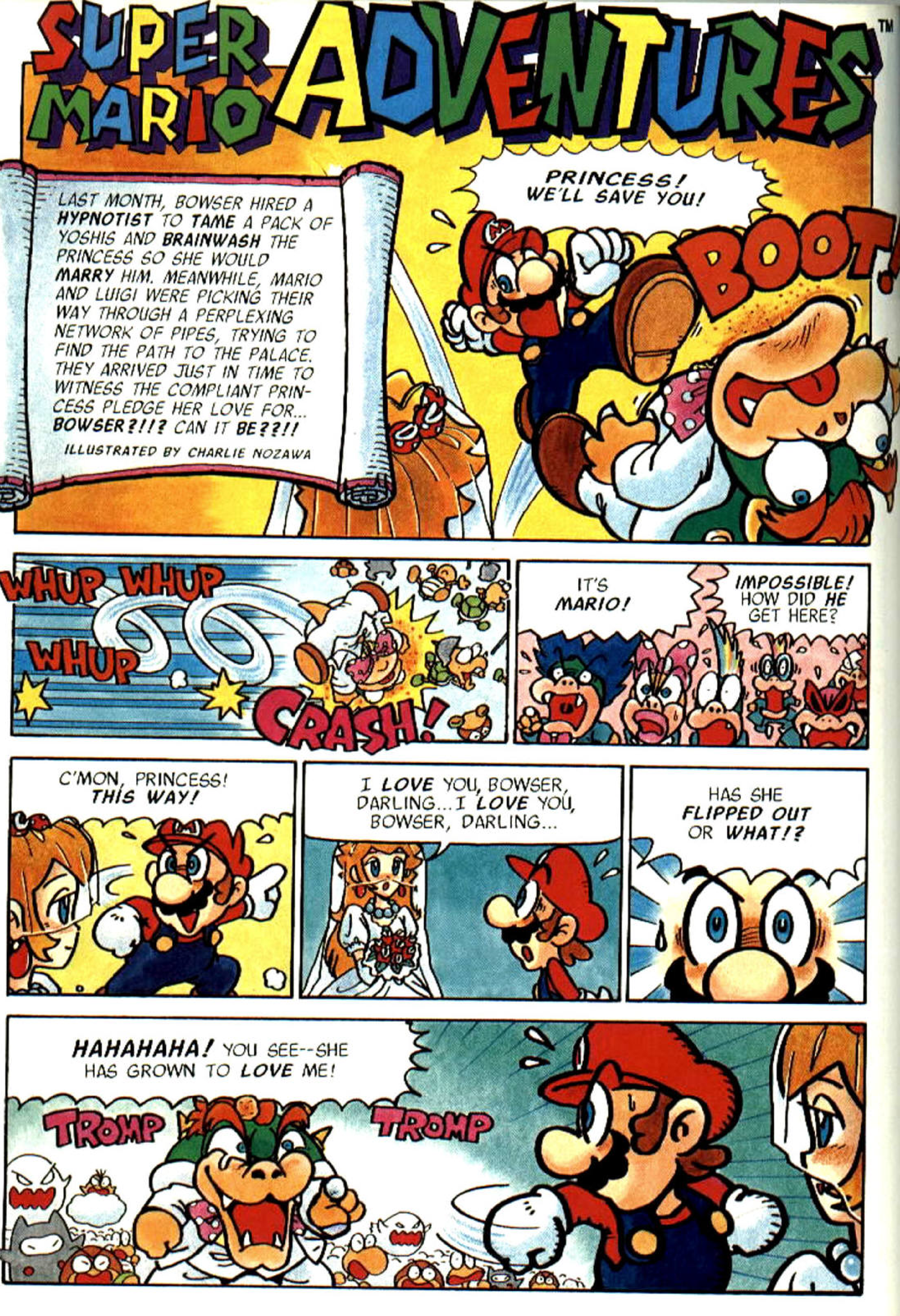


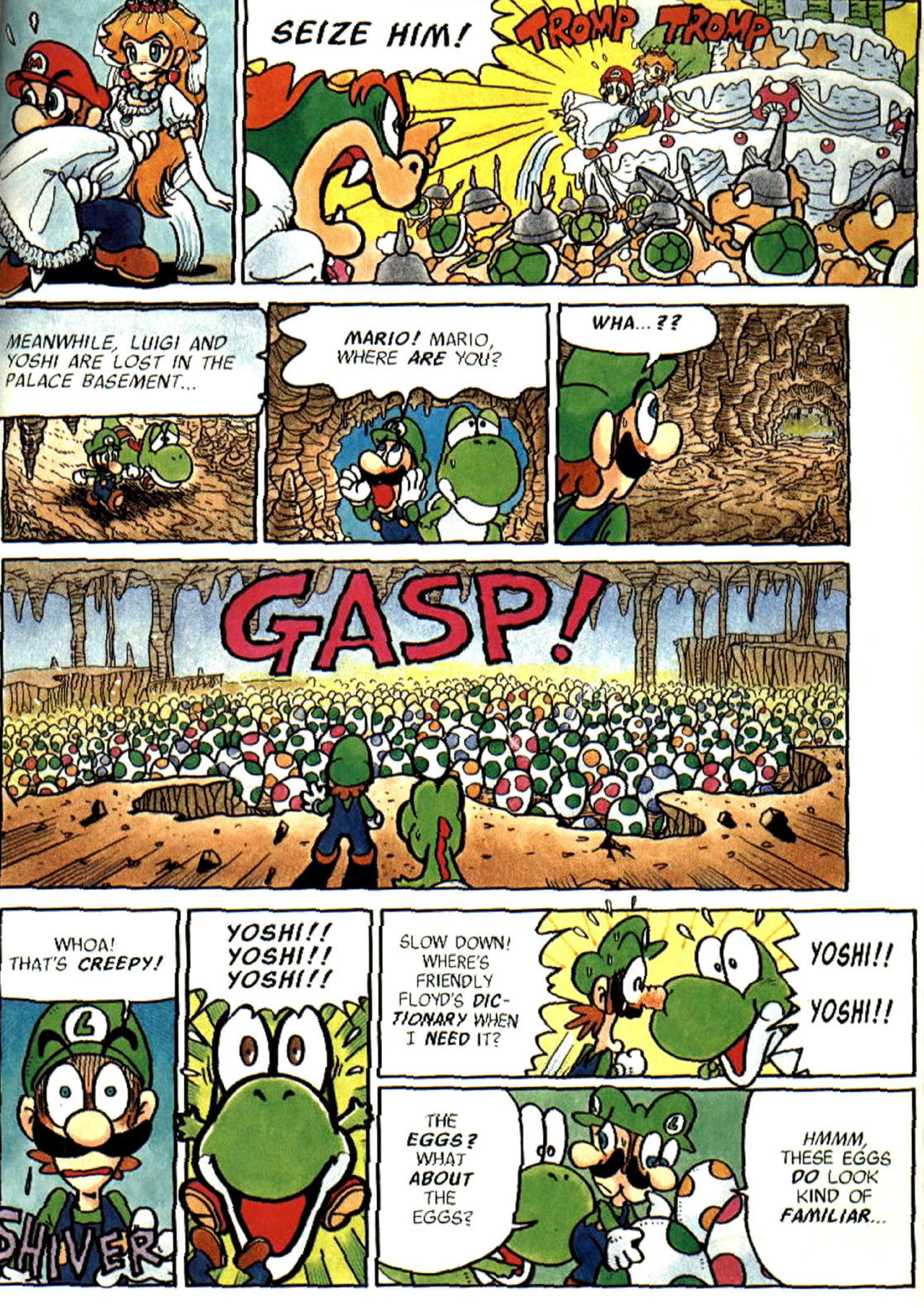
KEEP THE WABBIT ALIVE!

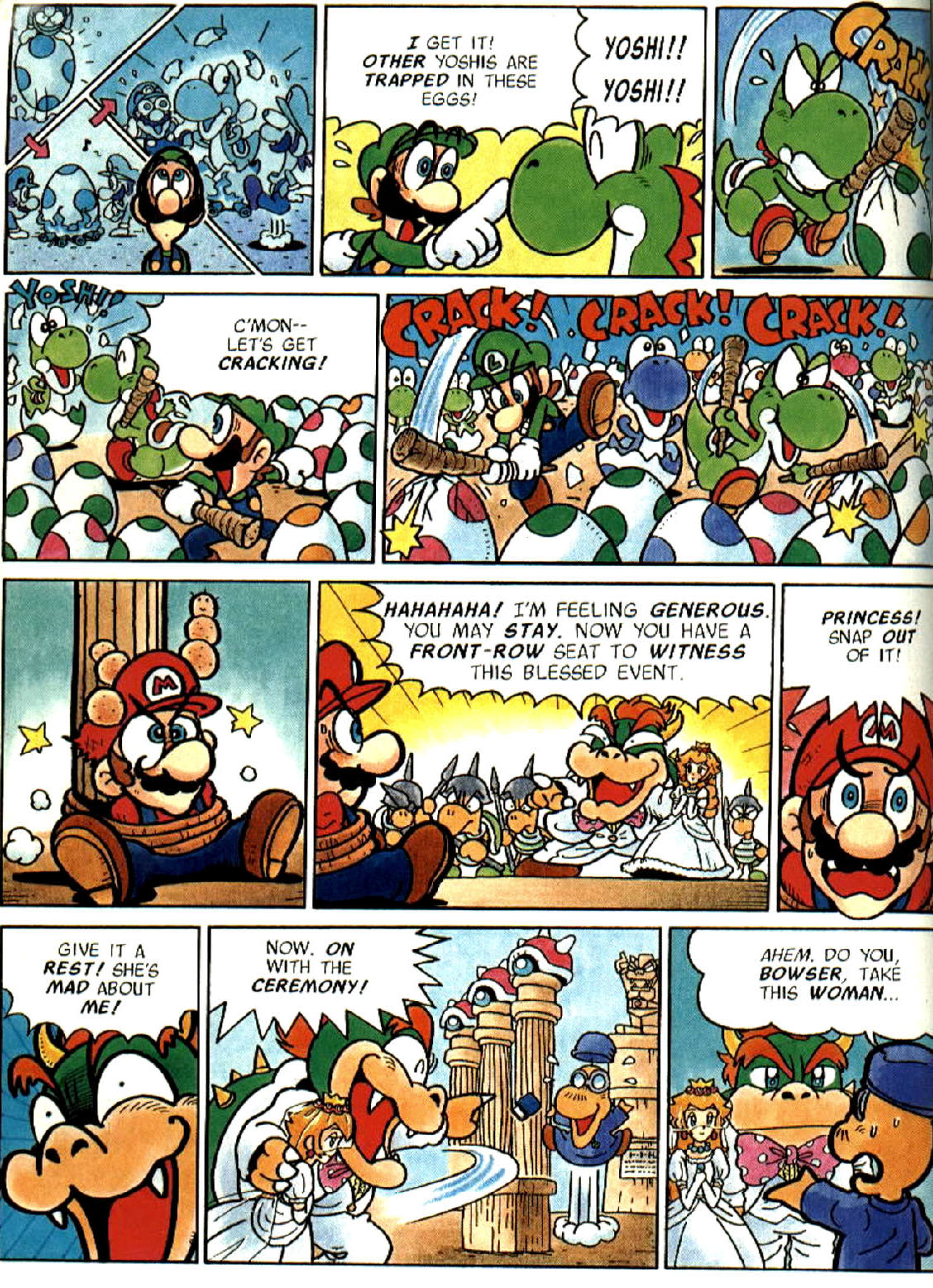
Fudd is the strongest of all the bosses the Looney Tune bunch has encountered. That's fitting—Elmer is the last boss! Leap up just before Elmer fires his shotgun and land on his head. Elmer has eight full hearts that you'll have to take away.

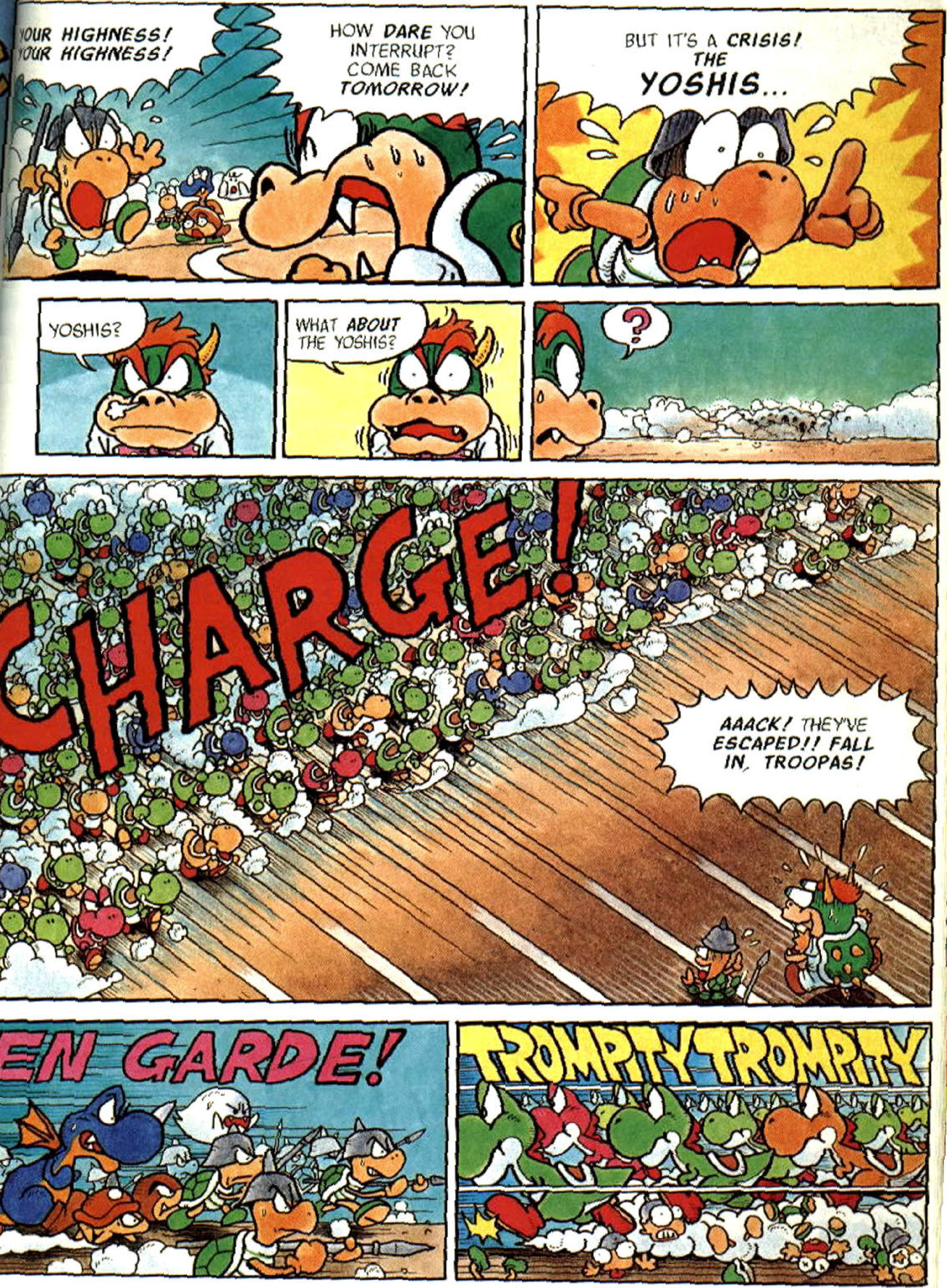


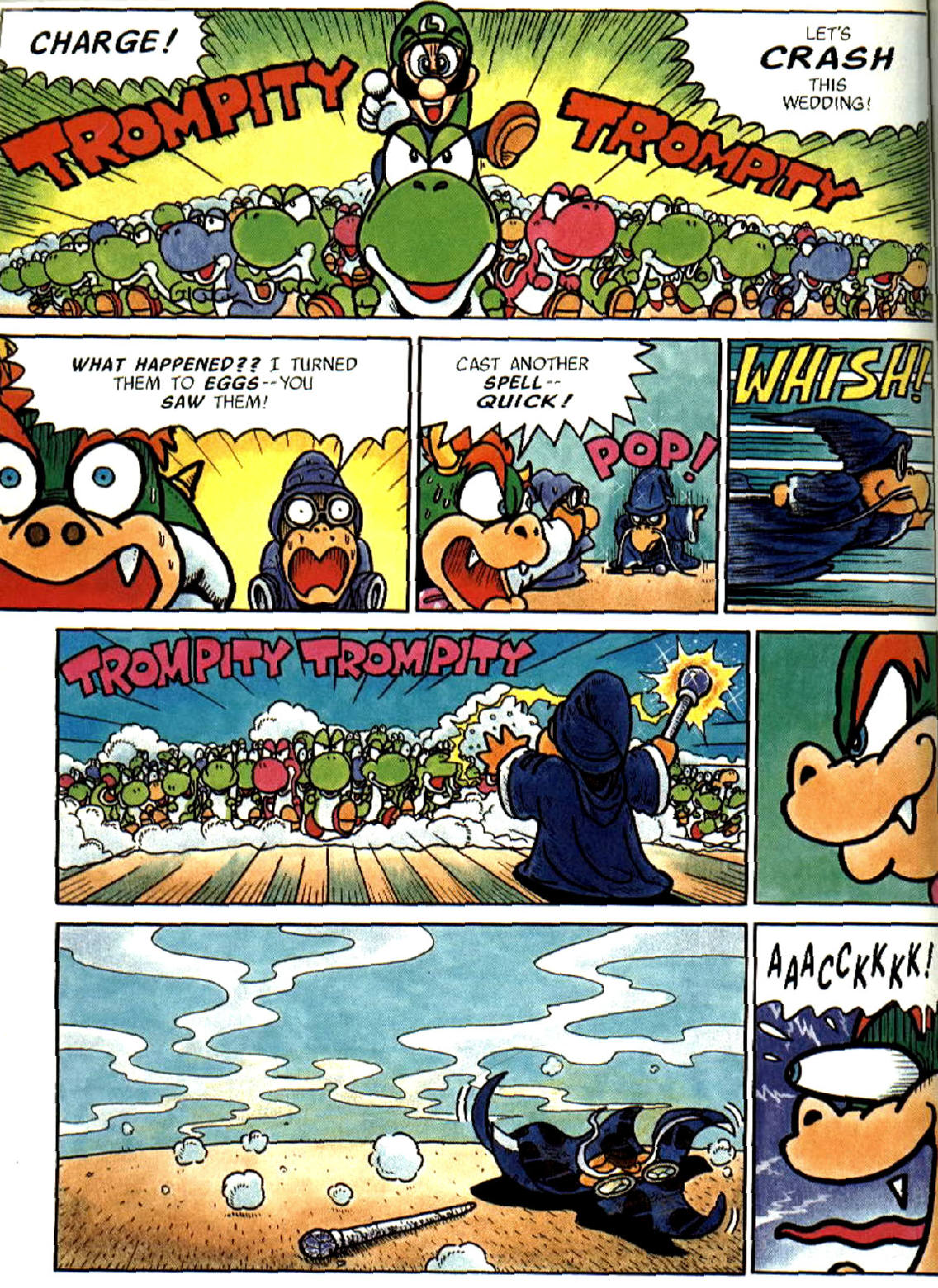
SUPER MARIO ADVENTURES™

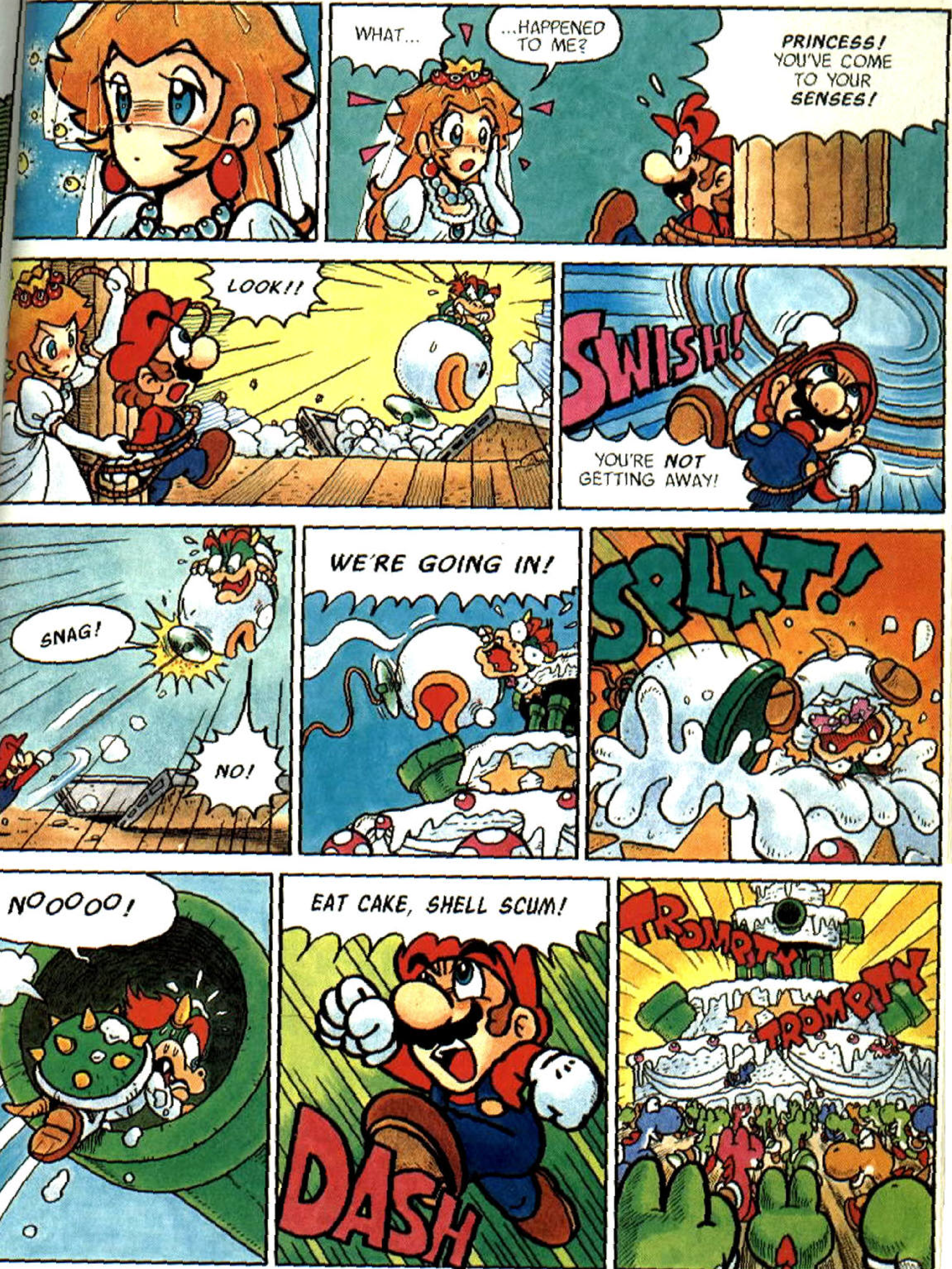

LAST MONTH, BOWSER HIRED A **HYPNOTIST** TO **TAME** A PACK OF YOSHIS AND **BRAINWASH** THE PRINCESS SO SHE WOULD **MARRY** HIM. MEANWHILE, MARIO AND LUIGI WERE PICKING THEIR WAY THROUGH A PERPLEXING NETWORK OF PIPES, TRYING TO FIND THE PATH TO THE PALACE. THEY ARRIVED JUST IN TIME TO WITNESS THE COMPLIANT PRINCESS PLEDGE HER LOVE FOR... **BOWSER?!!?** CAN IT **BE??!!**
ILLUSTRATED BY CHARLIE NOZAWA
PRINCESS! WE'LL SAVE YOU!
BOOT!
WHUP WHUP
WHUP
CRASH!
IT'S MARIO!
IMPOSSIBLE! HOW DID HE GET HERE?
C'MON, PRINCESS! THIS WAY!
I LOVE YOU, BOWSER, DARLING... I LOVE YOU, BOWSER, DARLING...
HAS SHE FLIPPED OUT OR WHAT!?
HAHAHAHA! YOU SEE--SHE HAS GROWN TO LOVE ME!
TROMP
TROMP

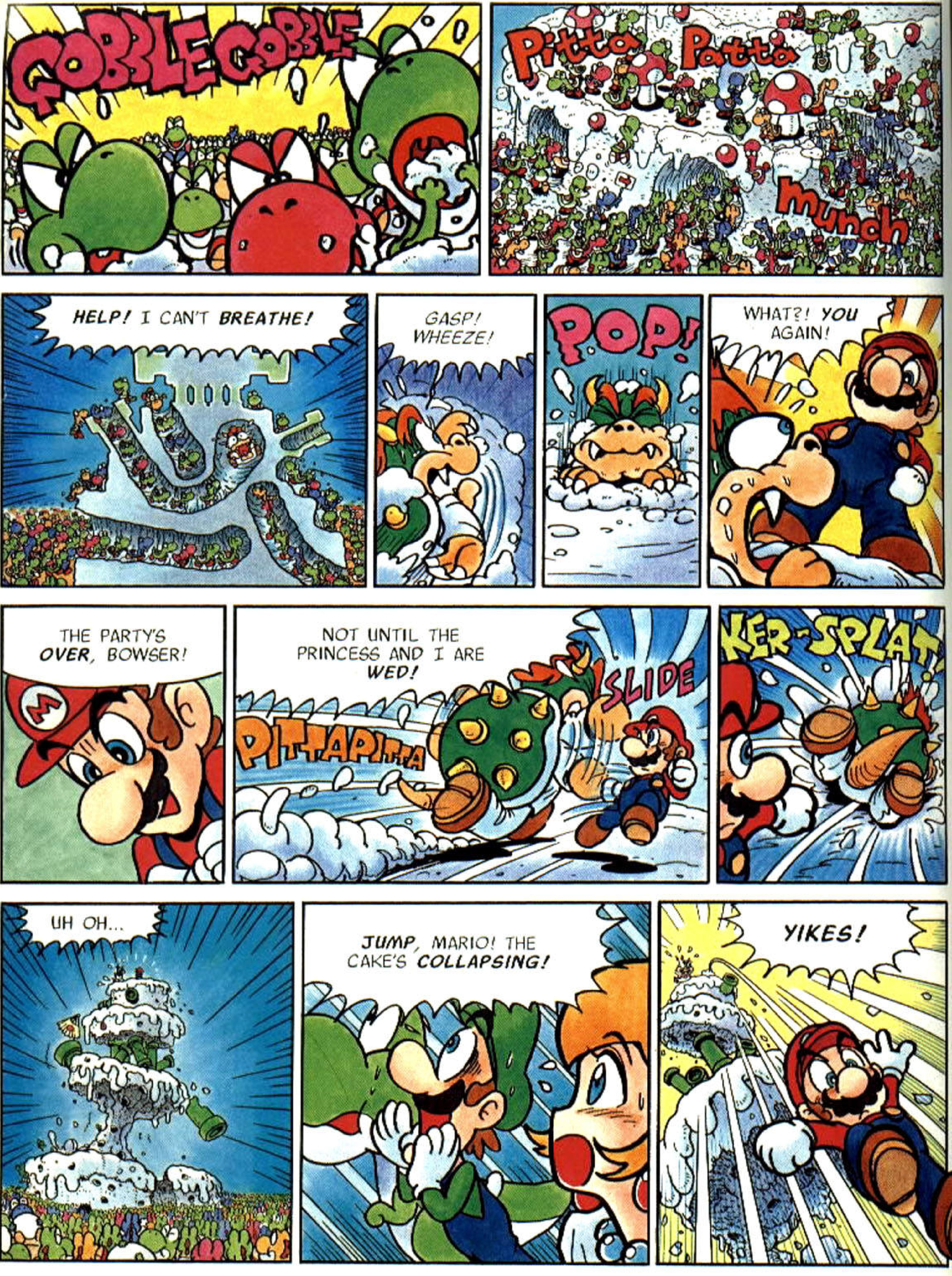

SEIZE HIM!
TROMP TROMP
MEANWHILE, LUIGI AND YOSHI ARE LOST IN THE PALACE BASEMENT...
MARIO! MARIO, WHERE ARE YOU?
WHA...??
GASP!
WHOA! THAT'S CREEPY!
SHIVER
YOSHI!! YOSHI!! YOSHI!!
SLOW DOWN! WHERE'S FRIENDLY FLOYD'S DICTIONARY WHEN I NEED IT?
YOSHI!!
YOSHI!!
THE EGGS? WHAT ABOUT THE EGGS?
HMMM, THESE EGGS DO LOOK KIND OF FAMILIAR...

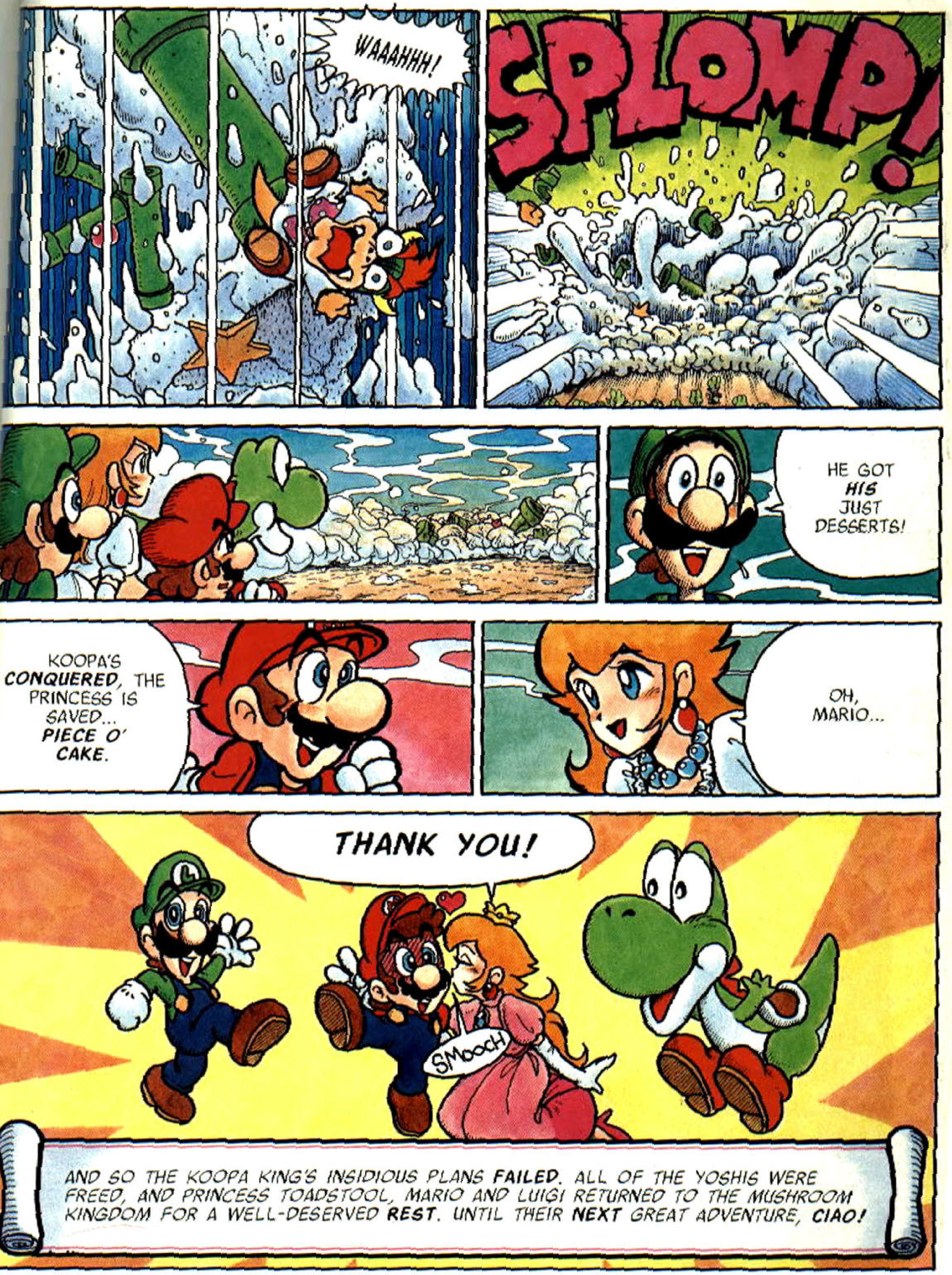

I GET IT! OTHER YOSHIS ARE TRAPPED IN THESE EGGS!
YOSHI!! YOSHI!!
CRACK!
YOSHI!
C'MON-- LET'S GET CRACKING!
CRACK! CRACK! CRACK!
HAHAHAHA! I'M FEELING GENEROUS. YOU MAY STAY. NOW YOU HAVE A FRONT-ROW SEAT TO WITNESS THIS BLESSED EVENT.
PRINCESS! SNAP OUT OF IT!
GIVE IT A REST! SHE'S MAD ABOUT ME!
NOW. ON WITH THE CEREMONY!
AHEM. DO YOU, BOWSER, TAKE THIS WOMAN...


OUR HIGHNESS! OUR HIGHNESS!
HOW DARE YOU INTERRUPT? COME BACK TOMORROW!
BUT IT'S A CRISIS! THE YOSHIS...
YOSHIS?
WHAT ABOUT THE YOSHIS?
?
CHARGE!
AAACK! THEY'VE ESCAPED!! FALL IN, TROOPAS!
EN GARDE!
TROMPITY TROMPITY


CHARGE!
TROMPITY TROMPITY
LET'S CRASH THIS WEDDING!
WHAT HAPPENED?? I TURNED THEM TO EGGS--YOU SAW THEM!
CAST ANOTHER SPELL--QUICK!
POP!
WHISH!
TROMPITY TROMPITY
AAACCKKKK!


WHAT...
...HAPPENED TO ME?
PRINCESS! YOU'VE COME TO YOUR SENSES!
LOOK!!
SWISH!
YOU'RE NOT GETTING AWAY!
SNAG!
NO!
WE'RE GOING IN!
SPLAT!
NOOOOO!
EAT CAKE, SHELL SCUM!
DASH
TROMPITY
TROMPITY


GOBBLE GOBBLE
Pitta Patta
munch
HELP! I CAN'T BREATHE!
GASP! WHEEZE!
POP!
WHAT?! YOU AGAIN!
THE PARTY'S OVER, BOWSER!
NOT UNTIL THE PRINCESS AND I ARE WED!
SLIDE
PITTAPITTA
KER-SPLAT!
UH OH...
JUMP, MARIO! THE CAKE'S COLLAPSING!
YIKES!


WAAAHHH!
SPLOMP!
HE GOT **HIS** JUST DESSERTS!
KOOPA'S **CONQUERED**, THE PRINCESS IS SAVED... **PIECE O' CAKE**.
OH, MARIO...
THANK YOU!
SMOOCH
AND SO THE KOOPA KING'S INSIDIOUS PLANS **FAILED**. ALL OF THE YOSHIS WERE FREED, AND PRINCESS TOADSTOOL, MARIO AND LUIGI RETURNED TO THE MUSHROOM KINGDOM FOR A WELL-DESERVED **REST**. UNTIL THEIR **NEXT** GREAT ADVENTURE, **CIAO!**

Super Mario Adventures

The first 12 comic episodes presented in this book originally ran as a series in Nintendo Power magazine, beginning in January, 1992, (Volume 32) and running through December, 1992. The final episode, which was printed in the first issue of 1993, introduced Mario's alter ego and tormented childhood playmate, Wario. The comics don't follow the story line of any particular game; however, they do incorporate many characters from the games and even introduce some new ones.

Charlie Nozawa, the artist who created the comics, is known in Japan by the pen name Tamakichi Sakura. His most notable works include "Shiawase No Katachi" (Shapes of Happiness) and "Oyaji No Wakusei" (Dad's Planet). Kentaro Takekuma dreamed up the scenario. He is known in Japan for co-authoring "Comic Lesson: Even an Ape Can Draw a Comic."

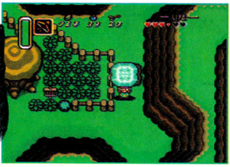
COUNSELORS' CORNER!

THE LEGEND OF ZELDA– A LINK TO THE PAST

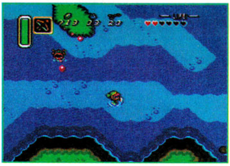
HOW DO I GET THE FLIPPERS?

Kekoa Kuhia

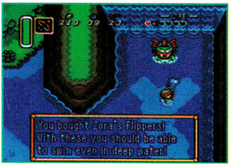
The Flippers are one of the essential items in the game, because they allow Link to swim in deep water. Once Link has found Zora—a giant fish-like creature—he can purchase the Flippers for 500 Rupees. The trick is finding Zora. In the Light World, go to the north east corner beyond the Witch's Shop. Follow the shallow parts of the river, continuing north when one tributary branches off to the east. When you are as far north as possible, take the lower shallow path to reach Zora. Zora's Spawn will attack throughout the journey. If you dodge their shots and take along some Life Potion, you should be okay.



Head to the northwest from the Witch's Shop. Walk in the shallow part of the river.



Take the lower shallow path to reach Zora. Dodge Zora's Spawn and keep moving.

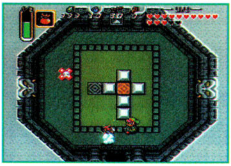


You bought Zora's Flippers!
With these you should be able
to swim even in deep water!

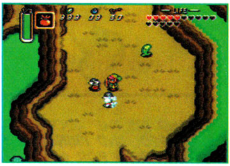
Pay Zora 500 Rupees to purchase the Flippers. Now you can swim in deep water.

? WHAT DOES THE MAGIC POWDER DO? ?

The Magic Powder has many uses. First off, you can change many foes into harmless creatures. For example, the green Cukemages become Potato-headed creatures when sprinkled. You can also throw Powder on the spinning Anti-Faeries to turn them into real Faeries. In Kakariko Village, an old woman can be transformed with Powder, and a strange creature in the well near the Blacksmith's shop could also use a dose.



The dangerous Anti-Faeries become useful Faeries when you throw Powder on them.



Many enemies, like these, become harmless when you change their form using Magic Powder.

STREET FIGHTER II

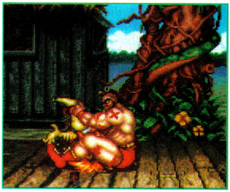
HOW DO I USE THE SUPER MOVES FOR ZANGIEF, DHALSIM, KEN AND RYU?

Aaron Cartozian

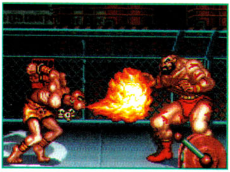
Zangief may be slow, but his Spinning Piledriver is one powerful move. To accomplish this feat, wait until your opponent is within arms length, then press the Controller toward the opponent, Down, and then Up and Punch simultaneously. Punch strength won't make a difference. You can reduce Zangief's enemy's power by half with this move.

Dhalsim's Yoga Flame is a tough move with limited effects because the cloud of flame is so small. On the Controller (with Forward being toward your opponent and Back being away from the opponent) push Back, Back/Down, Down, Down/Forward, Forward/Punch.

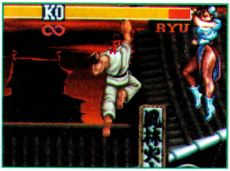
The Dragon Punch is the ultimate attack for both Ryu and Ken. Press Forward, Down, Down/Forward/Punch in one smooth, continuous motion. The Punch strength will determine the height and speed of the Dragon Punch. Whenever you use a Super Move, the motions must be continuous, and that may take some practice.



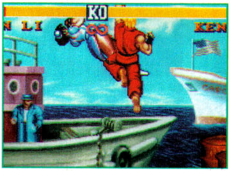
Zangief's Piledriver:Forward, Down, Up and Punch when you are close by.



Dhalsim's Yoga Flame:Back,Back/Down, Down, Down/Forward, Forward/Punch.



Dragon Punch (Ken & Ryu):Press Forward, Down, Down/Forward/Punch.

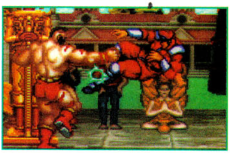


Make sure all Super Moves are done in a smooth, continuous motion.

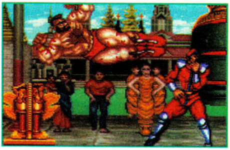
HOW DO I BEAT M. BISON WITH ZANGIEF AND DHALSIM?

Although it isn't easy, you can use Zangief or Dhalsim to beat M. Bison. With Zangief, block M. Bison's attacks until he tries the Flaming Torpedo move. When Bison is in the air, counter with the Spinning Clothesline. You can also get close using Jumping Fierce Kicks. Once you're close, try other moves like the Backslam or Piledriver. When Bison has lost much of his power, he'll launch into continuous Torpedoes. Keep using the Clothesline and hang him out to dry.

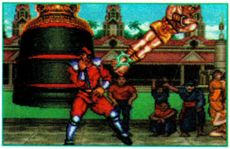
Dhalsim must use a similar strategy to defeat M. Bison. During the flurry of initial attacks, keep dodging until you get a chance to use the Spinning Attack. That will get you close enough to try moves such as the Arm Throw and Head Butt. During Bison's final Torpedoes, use the Yoga Fire or Yoga Flame and you'll be cooking.



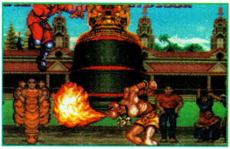
Use the Spinning Clothesline to get close to Bison when he uses the Torpedo.



Moves like the Jumping Fierce Kick will deplete Bison's reserves.



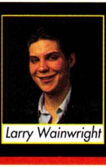
Dhalsim can get in close by using the Spinning Attack.



Yoga Flame and Fire will toast Bison at the end of the match.

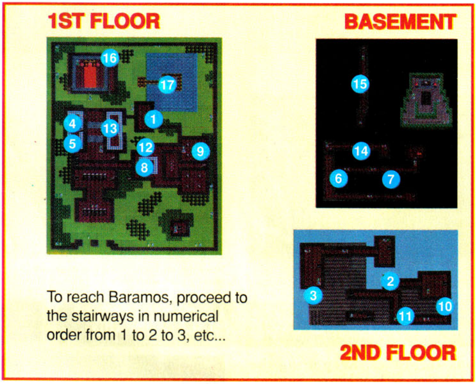
DRAGON WARRIOR III

HOW DO I GET THROUGH THE CASTLE OF BARAMOS?


Larry Wainwright

The many stairs in the Castle of Baramos make it a difficult maze where warriors can become lost easily. Follow the numerical map directions below once you enter the castle. If you're having trouble reaching the castle in the first place, use Ramia, the legendary bird to fly you to the island. Once you reach Baramos, use the Increase spell to boost your defense and the Bikill spell to double your attack strength. Magic will be useless against Baramos himself, so save Magic Points for healing your party.

THE CASTLE OF BARAMOS



To reach Baramos, proceed to the stairways in numerical order from 1 to 2 to 3, etc...

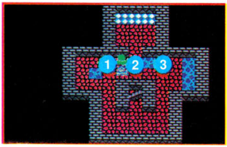
Ramia flies you to the island where Baramos has built his castle.

'Thou wilt regret thy coming indeed.'
'You shall be dead for good. for I wilt surely feast on thine innards.'

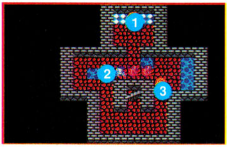
Follow the directions on the map to end up in the chamber with Baramos.

HOW DO I SOLVE THE ROCK PUZZLE?

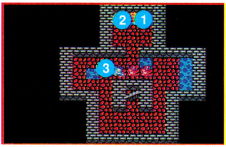
To find the Vase of Drought, move the rocks in Eginbear Castle as follows. First, number the rocks one through three from the left. Push Rock One up once and right twice. Push Rock Two right once. Push Rock One up to the wall. Push Rock Three down once. Again push Rock Two, left three spaces, up once, right two spaces, up three spaces, left once and up once. Move Rock Three up once, left four spaces, up once, right twice, up three spaces, right once and up to the wall. A passage will open, leading to the Vase of Drought.



Move the three Stones into the blue and white spaces at the top of the room.



Push Rock Two as shown, then up, right twice, up three spaces, left and up.



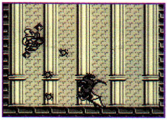
Push Rock Three as shown, then up and right to the remaining open space.

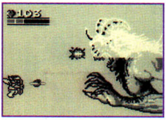
KID ICARUS: OF MYTHS & MONSTERS

HOW DO I DEFEAT ORCOS?

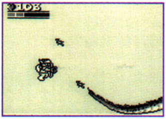
Jason Stangle

Orcos first appears as a winged boss who shoots fireballs at Pit. Stay near the middle of the chamber, but opposite Orcos. When he's parallel to you, shoot him with Light Arrows. If you hit him, he'll charge. Simply drop down to avoid him. Orcos is three screens high in his second form. The real secret to survival here is to always stay along the left wall. First attack his head, then drop down and hide in the corner until the fireball is gone and the tail attack is finished. Fly up to the middle section and shoot the bats that appear. Keep repeating this pattern until Orcos is beaten.

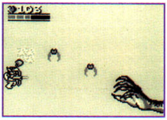

Attack Orcos then drop down when he returns fire.



From the left side, attack Orcos' head, then drop down.



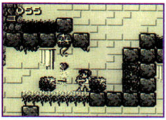
Wait in the lower left corner for his attack to end.



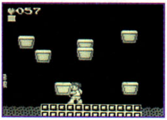
Fly up and shoot the bats, then repeat each step.

HOW DO I GET POWERED UP?

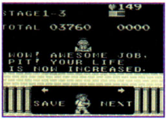
Pit is supposed to be training to prove himself worthy to take on Orcos. With that in mind, you should fight as many enemies as possible in each stage to earn Power Arrows from Zeus in the Sacred Chamber. Training Rooms provide an opportunity to improve your weapons. Shoot the falling blocks to win a prize. If you get a high point total in a stage, Zeus will also reward Pit with an extra section of Life Meter. Pit will need the extra power in the final battles against Orcos.



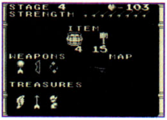
Defeat as many of the enemies as you can on each stage.



Stop in the Training Room to earn special weapons.

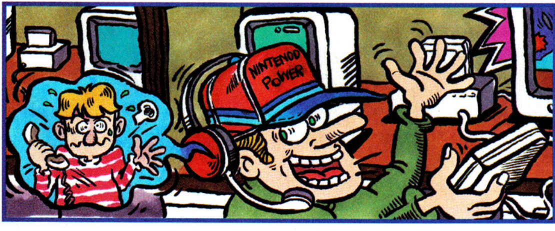

STAGE1-3 ♥149
TOTAL 03760 0000
WOW! AWESOME JOB. PIT! YOUR LIFE IS NOW INCREASED.
SAVE NEXT

Earn mass points to get a longer Life Meter.


STAGE 4 ♥-103
STRENGTH
ITEM
4 15
WEAPONS MAP
TREASURES

Pit should be at full power to face Orcos.

ONE CALL COULD SAVE YOUR (GAME) LIFE



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 7:00 p.m., Pacific time.

© 1992 Electronic Arts

DESERT STRIKE™

RETURN TO THE GULF

STORMIN' FOR GLORY

The media called the high tech Gulf War, "the video game war." Now Electronic Arts has created a true video war game, Desert Strike: Return To The Gulf. The basic scenario is simple: an aggressor in the Middle East must be stopped, but the president doesn't want a full-scale air war. Instead, a skilled pilot in an Apache attack helicopter will be sent in to perform surgical strikes on key targets. The game is more complex than that, however, because every time you go into action, you'll have multiple missions. Besides destroying strategic targets such as chemical plants and SCUD missiles, you'll have to rescue MIAs, knock out radar, destroy enemy air bases and stop oil spills. All of the mission objectives are realistic, and so are the enemy attacks. As you fly over a 3-D desert landscape you'll encounter a great variety of enemy forces, from snipers to SAMs. You'll strike back with cannons and missiles. On-board computers give you mission data, tactical maps and game information. Best of all is the actual fun of flying the Apache. It looks real, sounds real, and feels real due to the excellent Momentum feature programmed in by EA. With all of the challenges in this game, you'll want to return again and again to Desert Strike.

LOOKING FOR ONE GOOD COPILOT

You'll have a copilot to aim the weapons and operate the winch. His or her skill makes a major difference in your effectiveness, both at knocking out enemy targets and picking up critical supplies such as fuel and ammo. Read the dossiers on each copilot to learn his or her strengths.

LT. XAVIER THOMAS

Lt. Xavier Thomas isn't the best long distance shooter, but he will pick up hostages and supplies quickly with the winch.

LT. KRIS TIMMARIE

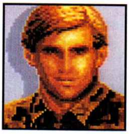
Lt. Kris "Aussie" Timmarie is a good choice for all-around skills. She isn't the best sharpshooter, but she'll keep you in the fight.

LT. CARLOS VALDEZ

Lt. Valdez is the best copilot available to you. First, you'll have to rescue him from a downed plane near a POW camp.

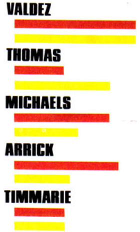
LT. DAVE ARRICK

Arrick has a rep as a wild man. The result is that he isn't reliable on the winch. If you've collected the Quick Winch, he'll do okay.



LT. KEITH MICHAELS

Although Lt. Michaels is a loner, he's the best sharpshooter available. When the fighting gets heavy, he's a good choice for copilot.



🟥=SHOOTING SKILLS 🟨=WINCHING SKILLS

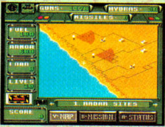
THE CAMPAIGN TRAIL

Desert Strike consists of four campaigns, but each campaign has multiple missions. To complete a campaign successfully and earn a password, you must finish each mission. There are also bonus missions that you can carry out for a higher score, such as blowing away enemy equipment and capturing enemy pilots.

TACTICAL DATA SCREENS

Your chopper is outfitted with the latest computers, allowing you to identify targets and mission objectives while on the fly. Use this information to plan each step of the campaign. When you've switched to the Data Screens, no fuel will be used, so plan your attack carefully. Also check your game status here, plus the state of your fuel, armor, and ammo.

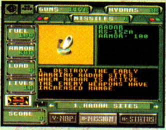
BATTLE MAP



You can highlight mission objectives, dumps of supplies, MIAs, enemy units, and landing sites on the Battle Map. Your location is also indicated, so you can judge your position in relation to your target. Roads and other major features also are shown.

MISSION DATA

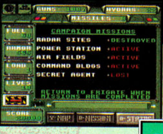
A brief description of each mission in the current campaign appears with a photo identifying targeted installations. You can also learn about the enemy weapons arrayed against you, including their fire power and armor ratings.



RADAR
RS-152A
ARMOR: 100

1. DESTROY THE EARLY WARNING RADAR SITES. WHEN RADAR IS ACTIVE THE ENEMY WEAPONS HAVE INCREASED RANGE.

STATUS SCREEN



CAMPAIGN MISSIONS
RADAR SITES •DESTROYED
POWER STATION •ACTIVE
AIR FIELDS •ACTIVE
COMMAND BLDGS •ACTIVE
SECRET AGENT •LOST

RETURN TO FRIGATE WHEN MISSIONS ARE COMPLETED

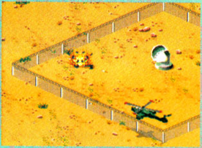
This screen lists each mission and indicates if you have destroyed the target. If a target is listed as "Active" you must take it out.

THE BRIEFING

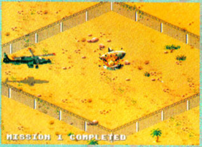
Your first objective is to eliminate the threat of enemy air power and rescue a captive agent. You'll have to destroy radar, cut power, hit two air bases and capture an enemy commander. Once you find our agent, return him to the frigate.

KNOCK OUT THE RADAR

You must destroy the two radar installations to reduce the weapons' range of the enemy during later strikes. Both installations are guarded by anti-aircraft guns and missiles. Come in quickly and fire two Hydras, then destroy the radar dish with cannon fire.



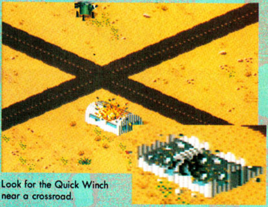
Two Hydras will destroy an anti-aircraft unit.



Neutralize the radar dish with cannon fire.

QUICK WINCH

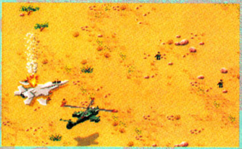
The Quick Winch allows for fast pick up of supplies and MIAs. It is hidden in a quonset hut west of the southern airfield.

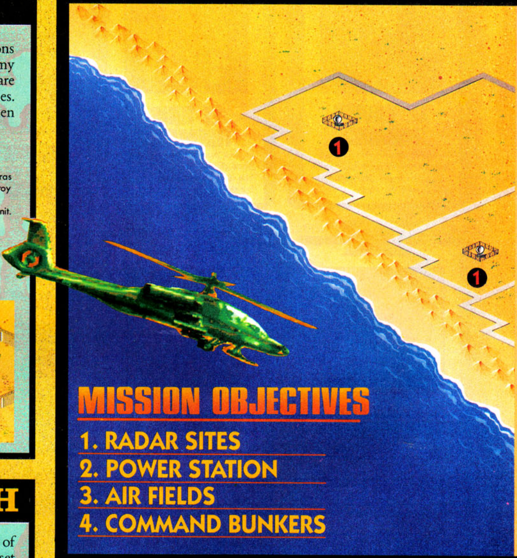


Look for the Quick Winch near a crossroad.

DESERT RESCUE

One of our planes went down north of the first radar installation where it's sure to be spotted. Be sure to pick up the downed jet pilot, then destroy the plane to keep its secrets out of enemy hands.



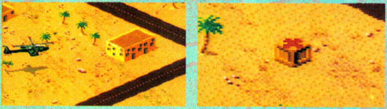


MISSION OBJECTIVES

1. RADAR SITES
2. POWER STATION
3. AIR FIELDS
4. COMMAND BUNKERS

EXTRA LIFE

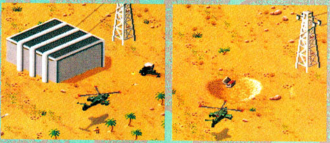
Blast the building shown here and pick up the crate marked with a red X for a 1-Up. The other buildings are civilian. Leave them alone.



The tall building holds a 1-Up.

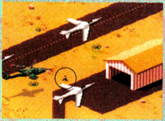
CUT THE POWER

Your second objective is to cut power at the electrical plant. Destruction of the plant will reduce the effectiveness of the enemy's targeting. Use missiles to destroy the three anti-aircraft batteries and mobile 20mm cannon unit.

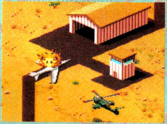


GROUND BOUND

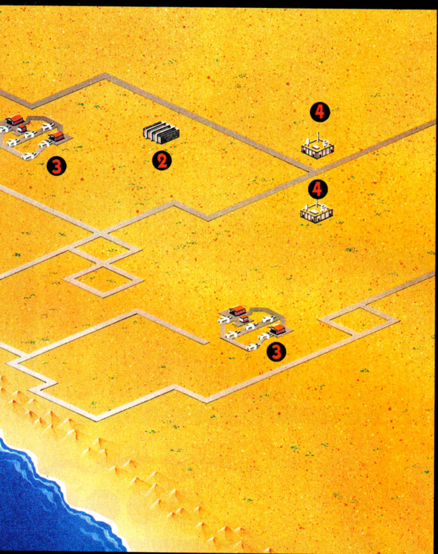
It is vital to the war effort that you destroy the enemy's air power. The two airfields are both guarded by SAMs and AAA. Use missiles to destroy the defenses, then destroy the remaining planes and buildings.



Capture the pilot before he reaches his plane.

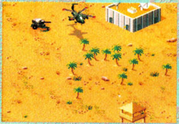


Destroy all the planes on the runways.

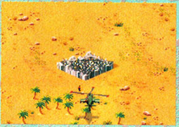


COMMAND & CONTROL

The two command bunkers are protected by guard towers and anti-aircraft units. Use missiles and Hydras to quiet the opposition, then blast either bunker. Capture the fleeing commander to obtain the location of the missing agent.



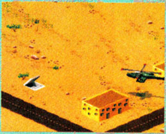
Hit the towers in a fly-by attack.



Capture the commander to find your agent.

CODE NAME: CAPTIVE

The location of the secret agent appears on the Battle Map once the enemy commander has been taken. Blast the building then hold off the mobile units while your copilot rescues the agent.



The stairway leads to the captive agent.

You've rescued the agent, your job is done—for now.

ROAD RUNNER'S

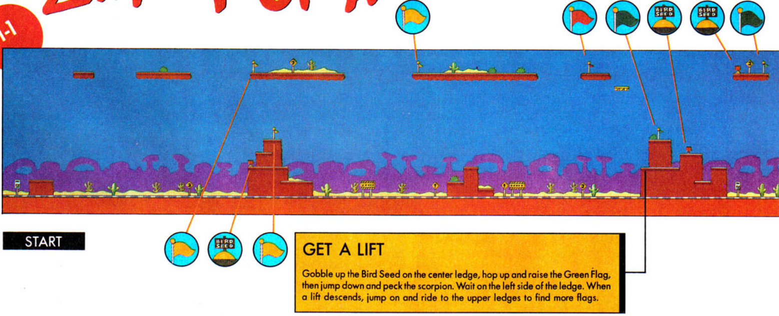
Death Valley Rally™

© 1992 Sunsoft of America
LOONEY TUNES, characters, names, and all related indicia are trademarks of Warner Bros., a Time Warner Entertainment Company © 1992.

BEEP! BEEP! Clear the road! Road Runner races out of the desert and into your Super NES this month, with Wile E. Coyote hot in pursuit. How fast can a Super NES character move? Don't blink! The famous feuders, brought to video life by Sunsoft, are up to their old tricks in a frenzied and sometimes frustrating five-stage rally.

ZIPPITY SPLAT

1-1

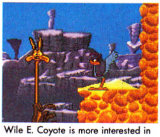


GET A LIFT

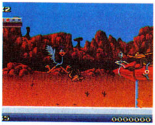
Gobble up the Bird Seed on the center ledge, hop up and raise the Green Flag, then jump down and peck the scorpion. Wait on the left side of the ledge. When a lift descends, jump on and ride to the upper ledges to find more flags.

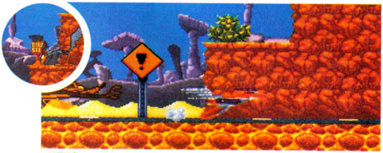
I WAS BORN TO RUN

With his lightning speed, Road Runner has a definite advantage in this rowdy rally, but Wile E. Coyote has devised some sinister plans to sideline him. It's not just a race to the finish, either. Each stage has several flags, and the more Road Runner raises, the more points he'll earn. His high-speed dash eats up energy, too, so he'll have to find piles of Bird Seed to replenish it on his way to the checkered flag at the finish line.


Wile E. Coyote is more interested in a roasted Road Runner than the race.

x2
4:23
0001500





Powered by Bird Seed, Road Runner can really run. When he runs low on energy, look for piles of seed to refill his power meter.

Flags and Other Finds

Yellow Flag 500 Points

Green Flag 1000 Points

Red Flag 5000 Points

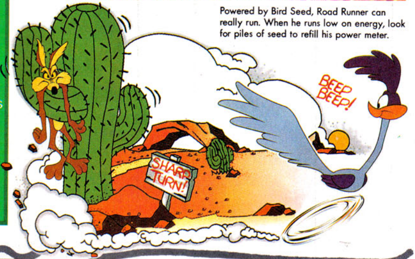
Purple Flag 20,000 Points

Bird Seed for Dash

Full Power Heart

Invincibility Shield

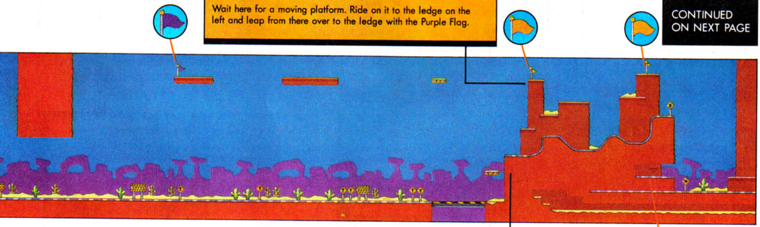
Road Runner 1-Up


BEEP BEEP!
SHARP TURN!

WAIT FOR A RIDE

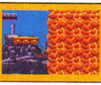
Wait here for a moving platform. Ride on it to the ledge on the left and leap from there over to the ledge with the Purple Flag.

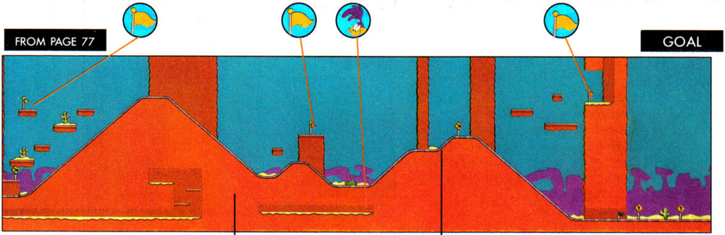
CONTINUED ON NEXT PAGE



HIDDEN CAVE

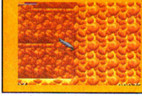
In many stages you can find hidden areas by walking through walls that appear to be solid stone. Just before you reach the top of the rock wall here, walk off the elevator platform into the wall on the right. Pile up the points!

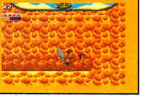




HIDDEN CAVE CONTINUES

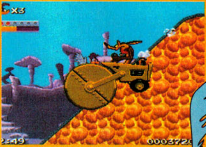
Don't exit the cave after collecting extra points. Instead, jump down to the lower right corner of the cave and walk through the wall. You'll end up in a second Hidden Cave. Run all the way to the right and peck the box there to uncover a 1-Up.



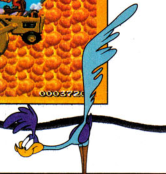


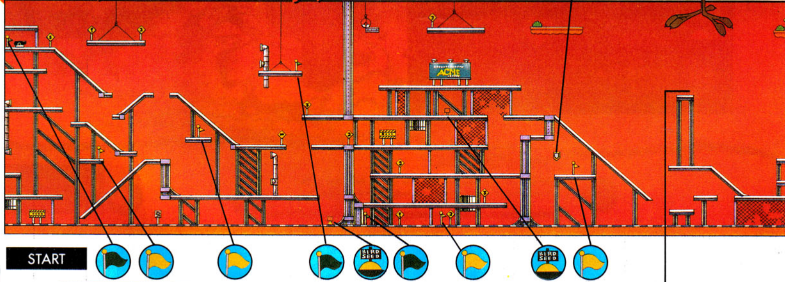
ROLLING HILLS

Like the sign says, there's a Steamroller ahead, and Wile E. Coyote is at the wheel. Stand on an elevated ledge until he passes underneath, then Dash off towards the finish line before he can turn around.



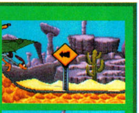
2-1 ROCK 'N RIVET

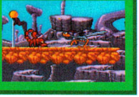




Read the Road Signs

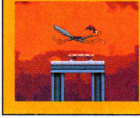
When you hit the road, be sure to watch the road signs to see what's coming. Directional arrows indicate which direction you should go to reach the checkered flag, and the skull and crossbones means danger ahead. Others warn of specific trouble, such as a Steamroller or robot. Exclamation marks sometimes mean that there is a special item or hidden area coming up.

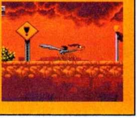




TRY THE TRAMPOLINE

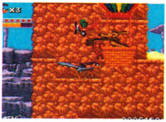
Tiny Trampolines are set in strategic areas to give you a lift. Bounce on them two or three times to see how high you can soar. Use the one in this area to bound up to the ledges above.





WILE E. TAKES FLIGHT

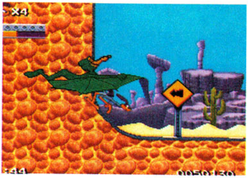
PART 2



You must complete two more desert areas before you reach the final challenge in Zippity Splat. In Part 2, Wile E. Coyote takes to a hot air balloon and launches fighter planes that zero in on Road Runner.

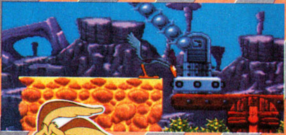
PART 3

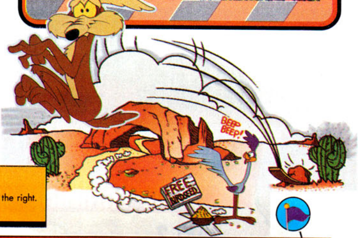
That clever coyote ordered Acme's best bird suit, and this time he is tormenting the Road Runner with air attacks. Look for more hidden areas as you explore this, the largest stage in Zippity Splat. Two Purple Flags are in one of the remote Hidden Caves.



COYOTE'S CATAPULT

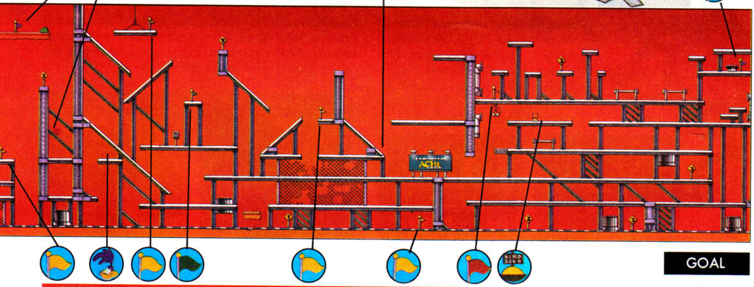
Wile E. Coyote shows you blueprints for the catapult he plans to flatten Road Runner with. Study them. The exclamation point shows its weak point—that's the point to peck. The coyote fires off boulders in sets of three. Jump in between bursts to attack.





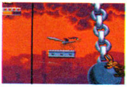
RAPID REVERSE

Dash up to the left and turn mid-flight to fly up and over to the right. The play control can be frustrating here.



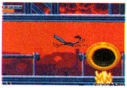
THE REST OF ROCK 'N RIVET

PART 2



Part 2 is under construction and Wile E. is riding the wrecking ball, trying to reconfigure Road Runner's face. Magnets pull beams into place. Ride the beams to the flag in the upper right.

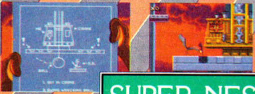
PART 3

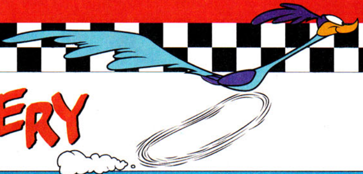


The coyote is armed with a jackhammer in Part 3, and Road Runner has to Dash really fast to climb the beams that lead up to the finish line. Chow down on Bird Seed and read the road signs.

A CRANE FOR COYOTE

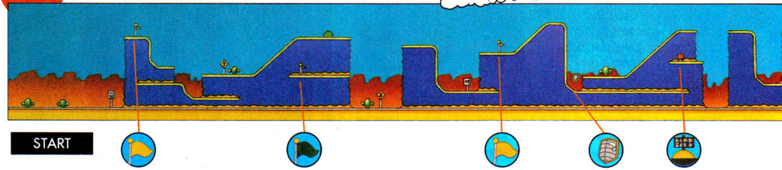
Now the coyote plans to use a wrecking ball to make road pizza out of Road Runner. Look at the blueprint to see where the crane is vulnerable then observe the movement of both the crane and the wrecking ball. Dodge them as you attack.

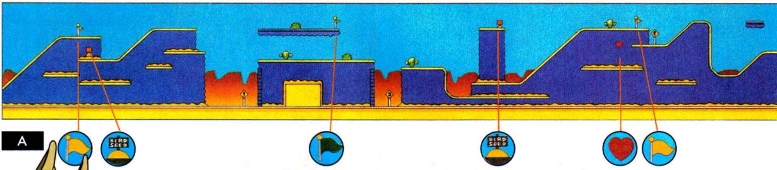


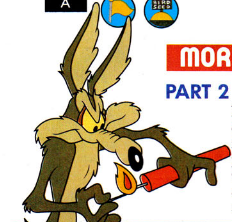


3-1

TRAIN RUNNERY



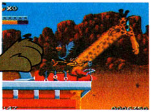


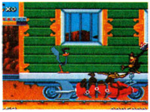


MORE TRAINING

PART 2

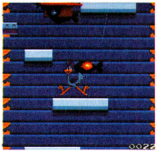
Road Runner lands on a runaway circus train in Part 2. Mischievous monkeys throw cream pies, Elephants shoot peanuts and Wile E. Coyote flies by on a rocket to attack. Run along the train's roof to raise the high-scoring flags.

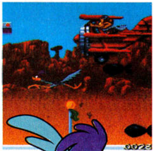




PART 3

Road Runner is back on the circus train in Part 3, but this time the crafty coyote is dropping bombs from a vintage airplane. Precise jumping is important here—and the game's play control makes it difficult.



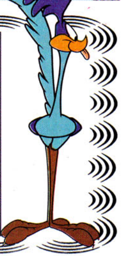


RALLY 'ROUND THE FLAGS

If you lose a life, you restart at the last flag you raised. To roll up a really high score, you should look for all of them. Some are easy to find, but you'll have to find hidden caves and other secret areas to discover others. The chart at the right shows how many there are in each area. If you're a Road Runner ace, you'll find every one of them.

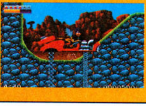
FLAG BONUS
PERFECT

STAGE	PART	YELLOW	GREEN	RED	PURPLE
ZIPPITY SPLAT	1	8	2	1	1
	2	8	2	1	1
	3	7	4	1	2
ROCK 'N RIVET	1	8	4	1	2
	2	4	3	1	1
	3	5	4	1	2
TRAIN RUNNERY	1	6	4	1	1
	2	7	3	1	1
	3	4	5	2	1
HOPALONG CASUALTY	1	4	7	3	2
	2	5	7	2	2
	3	8	5	2	1
QUANTUM BEEP	1	8	5	2	1
	2	8	5	2	1
	3	6	4	1	1

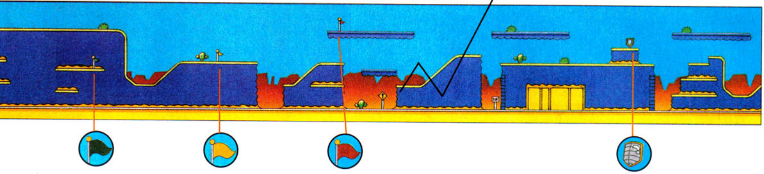


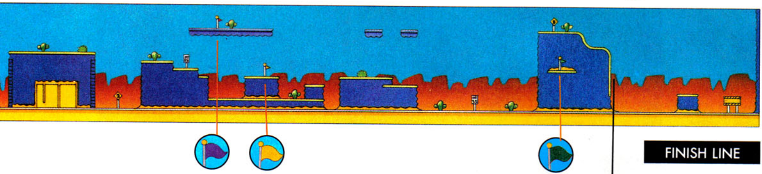
HOT ROD ON THE RAILS

Wile E. Coyote got the super-deluxe lift kit for his car and he's riding the rails, looking for Road Runner. Stay on the high route out of his reach and get ready to jump when you hear him honk his horn.



TO A

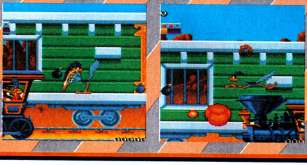




FINISH LINE

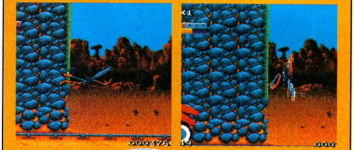
WILE E. ENGINEER

This time Wile E.'s behind the controls of a steam engine on a side track. He plans to spew bombs at Road Runner as he passes. Road Runner can peck them to send them flying back at the coyote. Wile E. usually tosses three bombs at once, but if you score a hit on him, get ready for a barrage. The only way to avoid damage is to run quickly to the other end of the two-car train after hitting the engine.



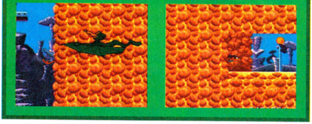
DO THE DASH CLIMB

You'll have to run by this peak on the track below, then turn around before you cross the finish line and do a Dash run up its right side. Continue to the left to find the Purple Flag. It's a tough technique that takes lots of practice.



SEEK THE HIDEOUTS

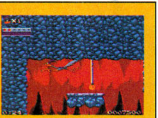
Keep looking for hidden caves throughout the game. If you're stuck in a valley between two tall walls, be sure to check the walls for soft spots. You never know when you might stumble into something special.



HOPALONG CASUALTY

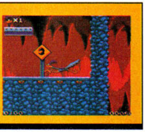
SECRET PASSAGES

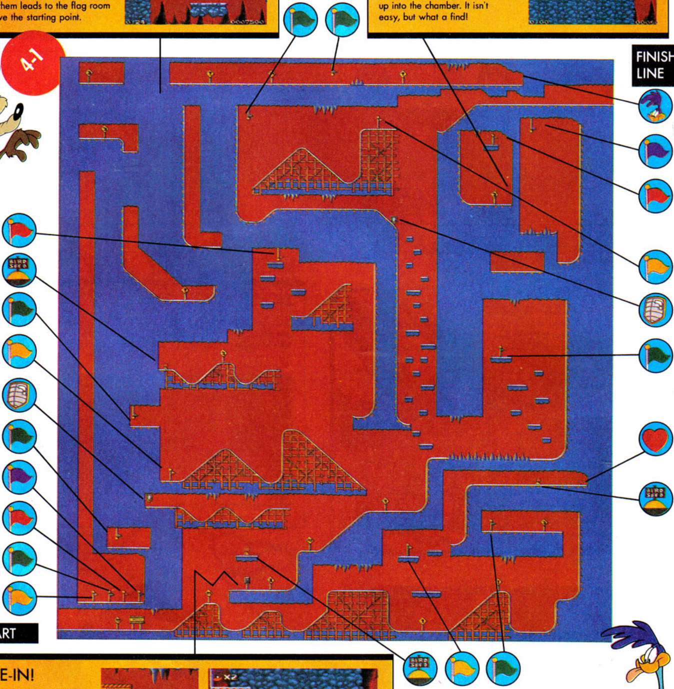
There are lots of hidden passages in these caverns, especially in the upper left area. Try jumping up through the ceilings or walking through the walls to find secret areas. One of them leads to the flag room just above the starting point.



DOUBLE JUMP

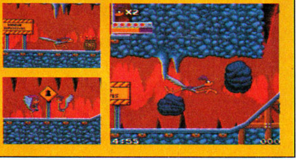
Leap up the ledges on the left, then leap into the wall underneath this room. If you make a quick double jump, you can pass through a hidden hallway up into the chamber. It isn't easy, but what a find!





CAVE-IN!

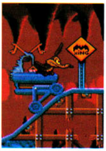
There are Road Runner Hens in the caves, and they have very explosive personalities. If you get too close, they blow up, causing rock falls. The Barrels of blasting powder are touchy, too. When you get close to them, they explode and cause cave-ins.

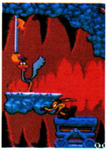


MORE HOPALONG CASUALTY

PART 2

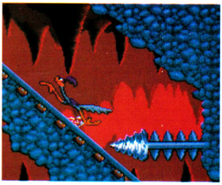
In Part 2, Wile E. Coyote is riding the rails again, but this time he's in a mining car. He really sails. Pick up the Invincibility Shields and look for falling boxes with action-arresting Clocks or energy-restoring Hearts.





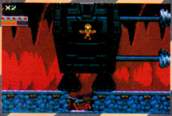
PART 3

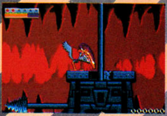
The rally is still stuck in the mines in Part 3—and that's not all that's stuck. Razor-sharp Drill Bits pop out of the walls trying to skewer Road Runner. They're certain to put an end to his Dashing about. Memorize their locations so you can skid to a halt and time your leap past them.



WILE E.'S DRILLING RIG

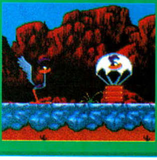
The maniacal mind behind the Drill Bits? Wile E. Coyote, of course. Now he's designed a monstrous Drilling Rig, and its weak points are at the top. Wait for the bits to shoot out to the sides and jump up on them to reach the top and peck it to pieces.

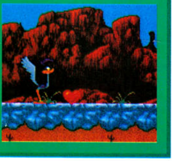




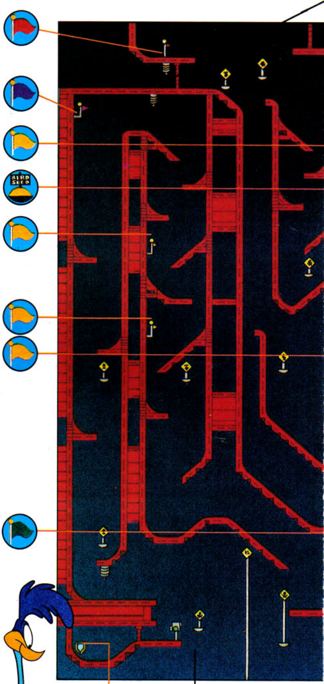
FALLING FINDS

When you take a break from the action, Boxes occasionally fall gently from above on parachutes. When you peck them open, you'll find helpful items. There are a few in every stage.





QUANTUM



BEEP! BEEP! A BE

Powerful electric Beams glare c
overhead transmitters in Part 1.
can't run through them, so slam c
and wait until they fade before

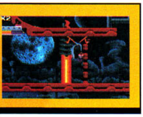
HIT

When
Invinc
a mov
ride c

BEEP

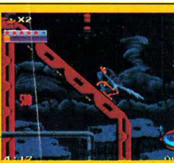
AM!

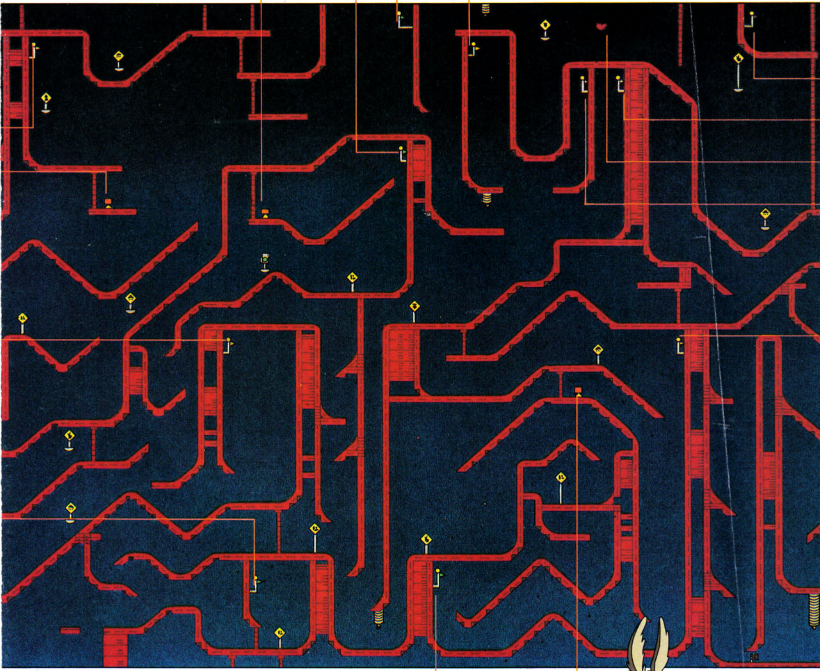
own from
Road Runner
n the brakes
continuing.



KEEP AN EYE OUT

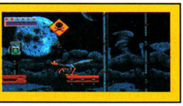
Watch out! There are lots of floating Eyeballs, especially in the upper right region. You can either peck them when they float into range or use a slide attack to stop their staring.





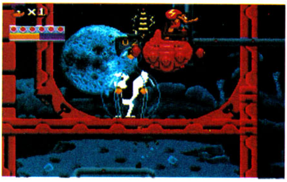
CH A RIDE

you reach this point, run up to the left, grab the
ibility Shield, then stop here and wait. Eventually,
ing platform will slide in from the right. Hop on and
ver the gap to the next ledge.



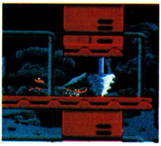
OTHER LEAPS IN QUANTUM BEEP

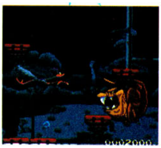
PART 2



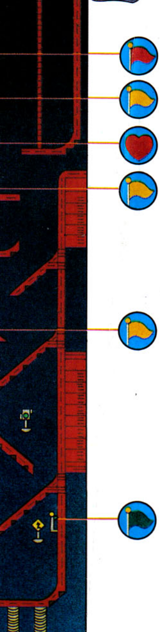
In Part 2, Road Runner returns to Acme's warped space, where electronic transporters beam him around. The coyote fires spheres of fiery light from his personal space vehicle and space vultures on jet-powered scooters attack in groups.

PART 3



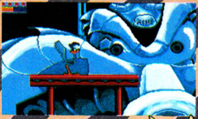


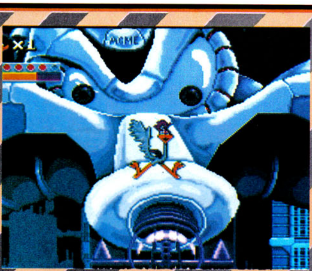
Now it's Wile E. himself on the jet-powered scooter, and he's tailing Road Runner with more determination than ever. It's easy to take a wrong turn right at the beginning, so watch the road signs and stay as high up on the screen as you can.

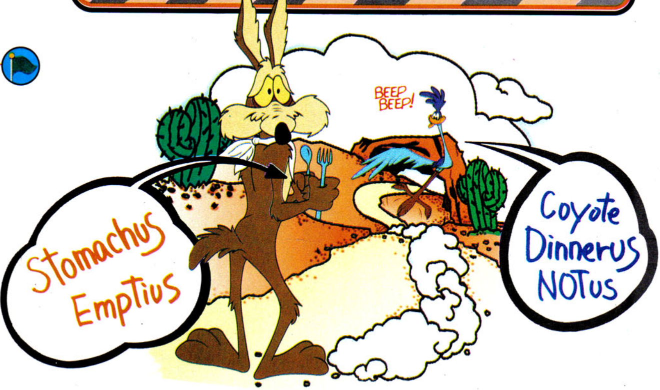


HOLY COYOTE!

Acme's out-done itself this time! As Road Runner stands waiting on a ledge, a huge mechanical coyote emerges in the background. Check the blueprints carefully to identify the robot's weak spots, and get ready to jump onto its neck joints when the explosion begins.



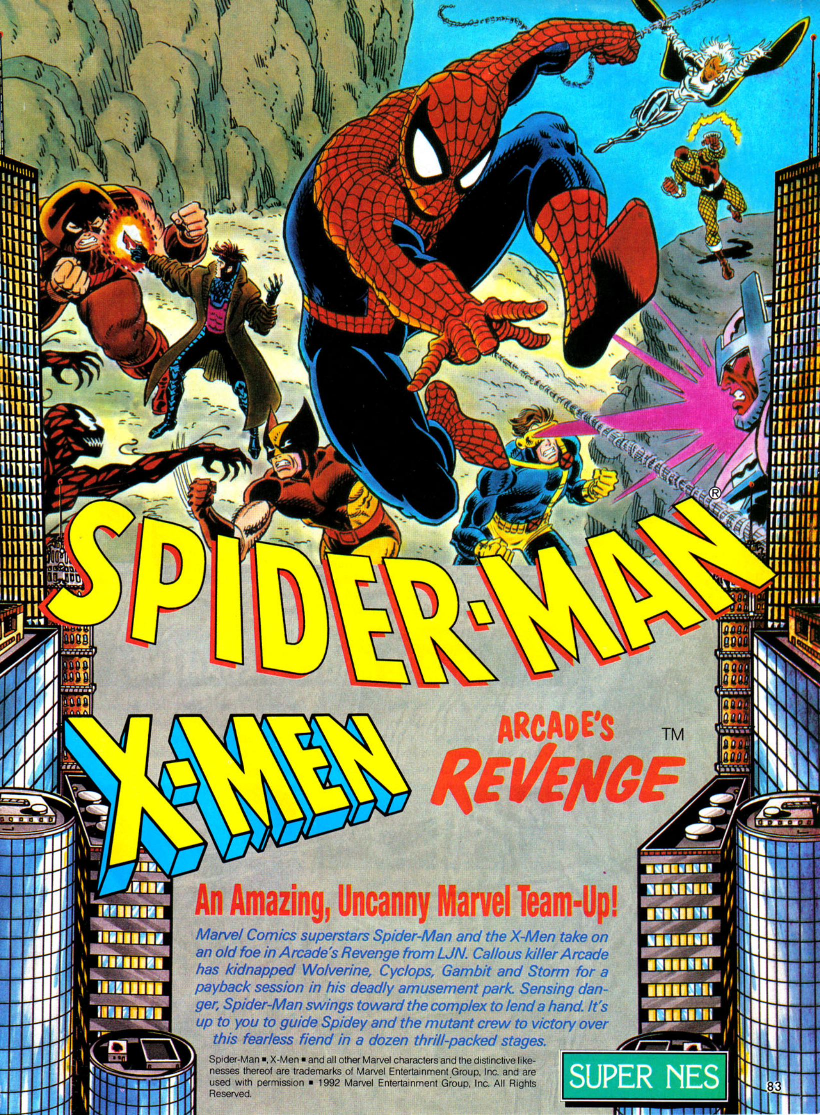




THE LOST VIKINGS™

COMING SOON
TO YOUR SUPER NES
FROM INTERPLAY!
NINTENDO POWER

© 1992 Interplay Productions and Silicon Synapse. TM The Lost Vikings is a Trademark of Interplay Productions. All Rights Reserved.



SPIDER-MAN® X-MEN ARCADE'S REVENGE™

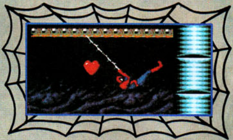
An Amazing, Uncanny Marvel Team-Up!

Marvel Comics superstars Spider-Man and the X-Men take on an old foe in Arcade's Revenge from LJN. Callous killer Arcade has kidnapped Wolverine, Cyclops, Gambit and Storm for a payback session in his deadly amusement park. Sensing danger, Spider-Man swings toward the complex to lend a hand. It's up to you to guide Spidey and the mutant crew to victory over this fearless fiend in a dozen thrill-packed stages.

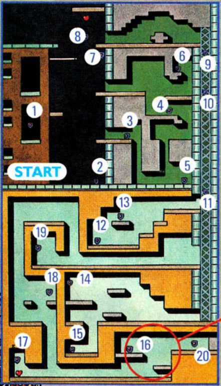
Spider-Man ■, X-Men ■ and all other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission ■ 1992 Marvel Entertainment Group, Inc. All Rights Reserved.

SUPER NES

SPIDER-MAN

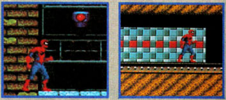


Peter Parker became Spider-Man after a bite from a radioactive spider gave him the ability to scale walls and lift objects a great many times his own weight. His high tech Web Shooters allow him to swing across huge gaps and fight off enemy attackers. Spidey has teamed up with the X-Men before. Now, he's got to help them stop Arcade's evil plans.



PROLOGUE

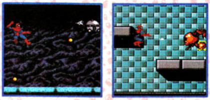
As the story opens, Spider-Man witnesses the abduction of Gambit, the last of the X-Men. In order to enter Arcade's headquarters and get to the bottom of this evil plot, you must lead our hero to the building's 20 Security Eyes as they flash. The order is shown on the map to the left.



Guide Spidey through the maze-like building and collect the Security Eyes as they flash.

Wreck The Robots

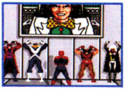
Arcade's building is guarded by radio-controlled robots. Flying spheres fire deadly shots while wall-hugging welding droids shoot laser blasts. Avoid the robots' fire and gum up their works with fluid from your Web Shooters.



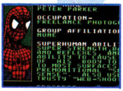
Jump away from the mechanoids' blasts and counter with your own special attack.

ARCADE ISSUES A CHALLENGE

Let the games begin! Now that Spider-Man has made it to Arcade's mysterious quarters, he and the four abducted X-Men are locked inside a huge house of Horrors. It's up to you to guide each of the heroes to safety through two ultra-challenging courses. You'll begin with a total of four lives in reserve and no chances to continue. If you manage to clear these 10 stages, you'll face Arcade in the end.

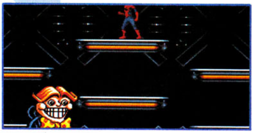


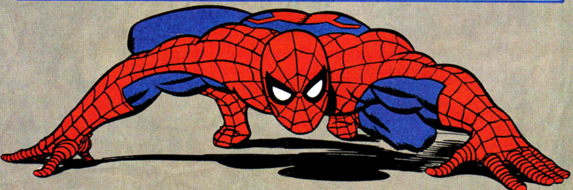
Madman Arcade has issued a challenge to Spider-Man and the X-Men: "Escape or die!"

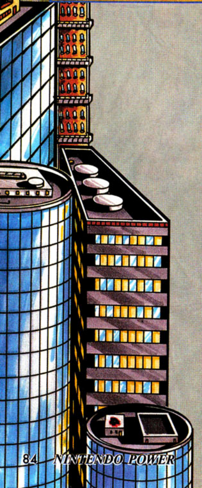


```
PETER PARKER

OCCUPATION-
FREELANCE PHOTOG

GROUP AFFILIATIO
NONE

SUPERHUMAN ABILI
SUPER STRENGTH, B
AND REFLEXES, AN
ABILITY TO CAUSE
OF HIS BODY TO
TO MOST SURFACES
PREMONITIONAL "S
SENSE". ALSO US
TRUSTY "WEB-SHOO
```

You can guide our heroes through their stages in any order. Press Select to switch.



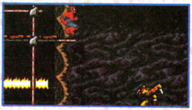




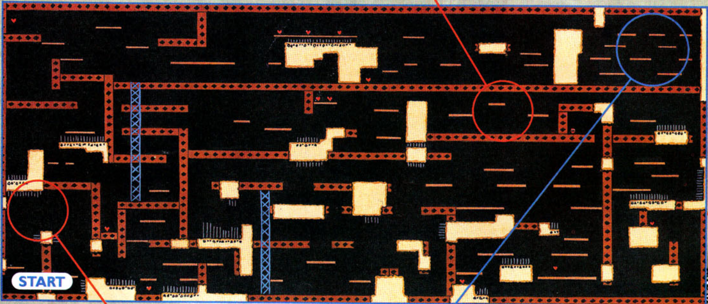
STAGE ONE

Your friendly neighborhood Spider-Man has been thrown into a very unfriendly construction site. Spider Slayers toss exploding bags of concrete toward the Wall-Crawler while mechanoids greet him with powerful blasts. And to top it off, the Shocker and N'Astirh wait for Spidey on the upper floors.

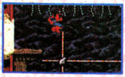
Shocking!



Arcade is a master of illusion. What you see in the midst of the mayhem may not actually be the Shocker, but it sure looks and acts like him. Jump from the electric blasts and counter with Webbing.



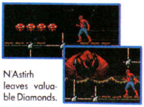
Sharp Stoppers



The steel bars that are attached to the ceilings, walls and floors of this site are charged with high voltage. Don't get close, or you'll be zapped!

WINGS AND WEBS

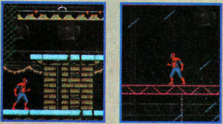
The otherworldly N'Astirh swoops down on you at the top of the site. Jump away from this winged creature's Plasma-Balls, then Web him up.



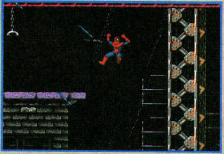
N'Astirh leaves valuable Diamonds.

STAGE TWO

The site of Spidey's second high-rise mission is exposed to the elements. Watch the rainfall to determine the direction of the wind and try not to get blown away. Carnage and Rhino wait at the end of this stage.



Beware of the elements and jump only when the wind is blowing in your favor.

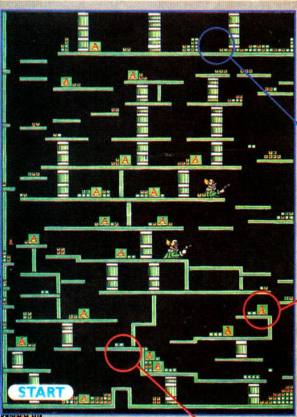


WOLVERINE

The mighty slasher with the Adamantium Claws can rip through anything by using his super human strength. In his first meeting with Arcade, Wolverine faced android versions of himself in a hall of mirrors. Now, he will encounter an even more challenging group of foes.

STAGE ONE

The evil clown Obnoxio heads a troop of sinister toy soldiers and machine gun firing Jack-in-the-Boxes. Slash through this pack of poseurs and head for the top of the hideout.



APOCALYPSE NOW

Apocalypse attacks with power and speed. Dodge his attacks, then move in.

Toys Galore

Obnoxio's army of toys attack with all barrels blasting. When you take on the hitman Jack-in-the-Boxes, you can knock them out with two slashes or six no-Claw punches. If you beat them without Claws, you'll earn a energy-replacing Heart.

Take on the toys of this mirthful nightmare with or without your Claws.

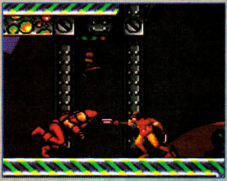
Wall Maul

The walls of these clown quarters may seem solid, but you can tear through them with four uppercut swipes.

Press the X Button with Claws out to tear down the walls.

STAGE TWO

You'll butt heads with Juggernaut at the top of Obnoxio's carnival of terrors. If this human bulldozer passes you, you'll bite the dust. Slow him down by releasing the huge weights that hang down into the area, then hit him when his guard is down.

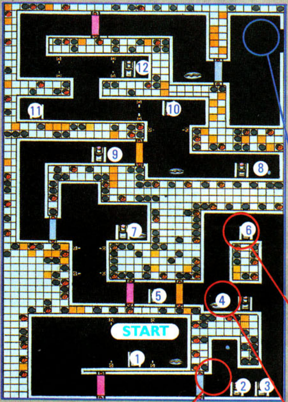


Swipe at Juggernaut as he charges, then make a run for it.

STORM

As a member of the X-Men's Gold Strike Force, Storm (a.k.a. Ororo Munroe) is a master of the elements. By sending forth bolts of lightning and cyclone whirlwinds, this agile superhero can blast past even her most powerful foes.

ARCADE'S REVENGE

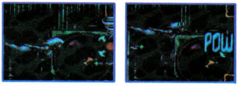


STAGE ONE

Arcade has dropped Storm into a huge water maze where she cannot exercise her ability to rise above the wind. She can, however, rise to the top of the maze and escape by making water rush in through broken hatches.

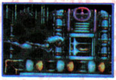
TURN OFF THE POWER

A ball of energy blocks the tank's exit. Send a Whirlwind into the ball to stun it. Then hit it with bolts to finish it off.



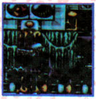
Surf's Up

As you break the hatches in the order shown on the map to the left, the water level will rise allowing you to swim to the top of the tank.



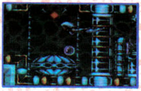
Fire Away

Sea creatures fire laser bolts. Keep your distance, avoid their shots and counter with you own bolts.



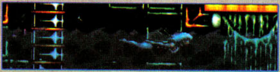
Air Stop

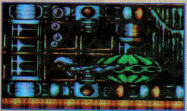
Some of the shells in the tank emit bubbles. Let Storm breathe in the bubbles for extra energy.



STAGE TWO

Storm's second watery challenge occurs in Arcade's Hydroelectric Plant. By blasting the hatches, Storm will flood the plant and float to the top where huge glass spheres generate energy. When the spheres are busted, Storm will be free.





Hit the hatches in the power plant and swim to the source.

CYCLOPS

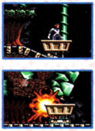
With ruby-quartz visors, the incredible Cyclops can blast forth powerful energy beams. This ability didn't fail him when he last met Arcade and he's counting on his power to see him again through this new clash with the madman.

STAGE ONE

Since Cyclops' abilities are blocked by the powers of rubies and quartz, Arcade placed this mutant into a mysterious mine where gems are abundant. Help Cyclops take on the inhabitants of this underground maze and ride the mine cars over the electrifying track.

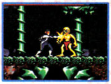
Tracks

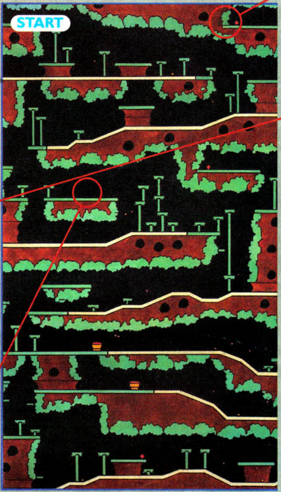
High voltage surges through the mine car tracks. If you touch them, you'll be history. Ride in the cars and jump as they roll over diamond-shaped land mines.



Cave Dweller Combat

Subterraneans are odd creatures that are unaffected by your visor blasts. You'll have to move in with kicks and punches to defeat these creeps.





GAMBIT

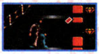
Card-carrying superhero Gambit is a cunning gambler with a rare gift for getting himself out of a jam. In this adventure, his only weapon is a pack of playing cards. What a deal!

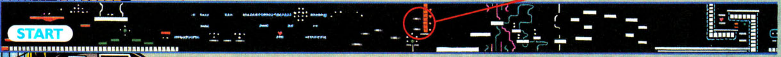
STAGE ONE

The game is on in Gambit's nightmare world. Killer chess pieces and the giant spiked Doomball will cause major damage unless you are fleet of foot.

Barrier Break

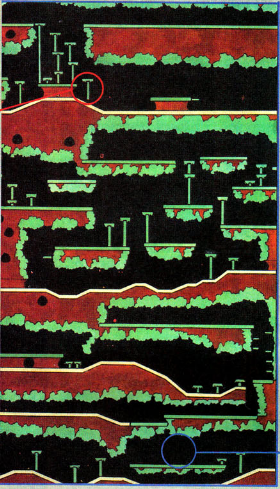
Clear away the orange blocks before the Doomball closes in.





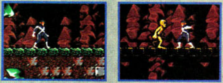
Hidden Treasure

By collecting Big Rubies like the one at the top of the mine, you'll be able to send out 10 extra-strength visor blasts.

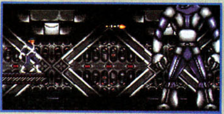


STAGE TWO

As you move even further underground, you'll encounter more laser-firing soldiers, more strong Subterraneans and another powerful Sentinel Robot. Hold your ground, master your Cyclops moves and collect small gems for extra energy. You'll need all of the power that you can get for your battle with the massive Master Mold at the end of the stage.

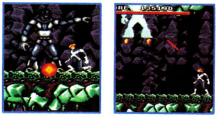


Your continuing adventures underground will lead to more Subterraneans and a final fight with the Master Mold.



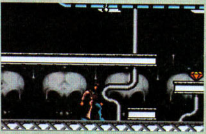
SENTINEL ROBOT

The creature at the bottom of this cave is a miniature version of the merciless Master Mold. Stay low while the Sentinel is on the ground. Then aim high and hit it as it hovers.



STAGE TWO

Your battle through Arcade's games division goes vertical in this stage. If you don't think swiftly, you'll be squashed. Once you survive this mission impossible, you'll win an audience with the Black Queen.

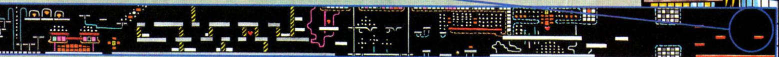


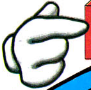
MEET THE KING

Hit the Plasma-Ball-spitting King of Clubs with as many cards as you can toss.

ARCADE ATTACKS!

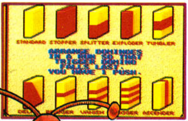
After the 10 individual stages are complete, you'll guide all of the characters to a final battle with Arcade and his monster machines.





© 1992 Red Rat Software Ltd. & Ocean

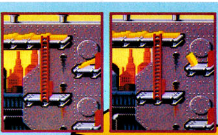
PUSH-OVER™



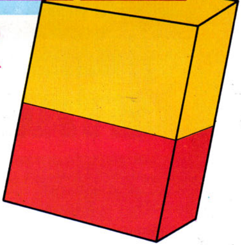
ARRANGE DOMINOES
IN A RUN SO THAT
TRIGGER DOMINO
FALLS LAST.
YOU HAVE 1 PUSH.

Puzzle players, meet G.I. Ant. He's the power behind the push in Ocean's new brainteaser for the Super NES. The object is to use the army ant to set up dominoes so you can topple them all with a single shove, leveling the Trigger domino last. Topple them in the time allowed to get a code that takes you to the next level and earn a token that lets you resume a paused game. If you finish a room without using a token, you sometimes find bundles of Captain Rat's Cash. You must collect nine bundles to earn the right to ponder the final puzzle. Colorful graphics, crisp sound, and the animated antics of G.I. Ant make Push-Over tons of fun. It has more than one hundred puzzling rooms, so if you like brain bogglers, you'll be a Push-Over for this one.

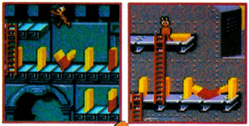
STOPPER



Stopper dominoes are big, red roadblocks that are useful for turning traffic and trapping Tumblers. They're portable, so G.I. Ant can shift their positions to use them more than once. Stoppers are the only kind of domino that can remain standing after the Trigger has fallen.

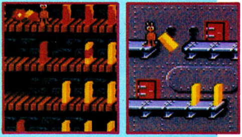


SPLITTER

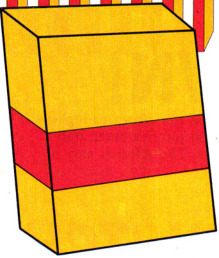


Splitters, which are yellow on top and red on the bottom, trigger movement in two directions when they're hit from above. You can either start a run that will send a domino sailing down to split them or hold a domino and jump from above, thus saving your only push to start another run somewhere else in the room.

EXPLODER

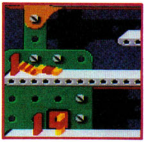


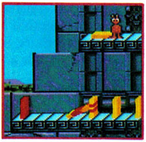
The heaviest dominoes, Exploders, blast through the floor when they land, opening the way to lower levels. Put them just above where you want your dominoes to land and remember that the motion will continue in the same direction on the floor below after the explosion. G.I. has to really heave-ho to pick up an Exploder.



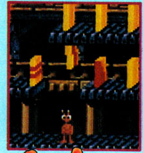
TUMBLERS

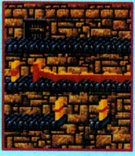
Tumblers are possibly the most useful dominoes. Once in motion, they continue until you stop them, tumbling end-over-end and changing direction when they strike either Stoppers or standing Delay dominoes. They must drop before the Trigger domino falls, though. Run them off the lower ledge, trip them up with stairs, or put a regular domino in the way.



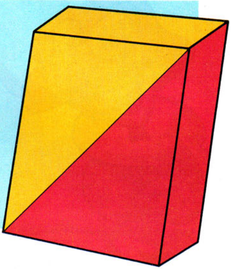


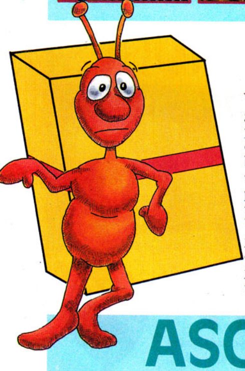
DELAY





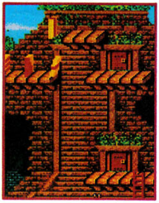
When you need time to maneuver, take advantage of Delay dominoes. After they're pushed, they remain standing for a few moments, giving you time to get moving. Another Delay advantage is that other dominoes bounce backwards when they hit them and start the flow in the opposite direction. You can also pick Delayers up and move them after they've been hit, as long as they haven't yet fallen.

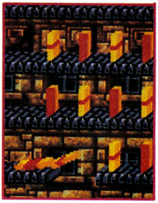




BRIDGER

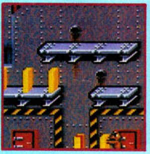
When Bridgers topple, they span gaps in the direction they're pushed—unless they hit Delay dominoes. In that case, they bridge back in the opposite direction if there are gaps there. If placed just before Exploders, they immediately fill holes caused by the explosions. If you need to jump through a gap to reach the exit on a lower level, be sure to jump down before the Bridger is triggered.

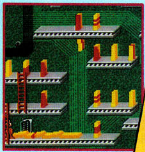


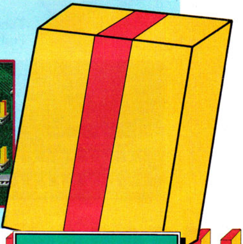


ASCENDER

When you shove Ascenders, they fly up to ledges directly above. They stop briefly, then flip up again in the direction they were pushed, starting runs if they strike dominoes. If there are openings, they continue to fly up, but if they flatten on ledges, they stick. Ascenders that strike Delay or Stopper dominoes bounce back in the opposite directions.







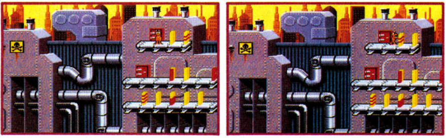
RUN 'EM DOWN!

G.I. Ant has his work cut out for him. Some rooms have ladders that he can use to carry dominoes up or down. In others, he has to jump from ledges to get to areas below. He can fall only one floor at a time, and he can't jump up at all. He can return to higher floors only by ladder. When you first enter, start a run and see what happens. The solution may be simpler than you think.

9

TRY A SWIFT SWITCH

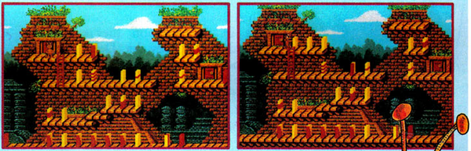
A simple switch starts the perfect run here. Switch the positions of the Standard and Vanishing dominoes and shove off, but look before you leap. You must jump from the left side of the ledge, not the right, to reach the exit.



18

BUILD SOME BRIDGES

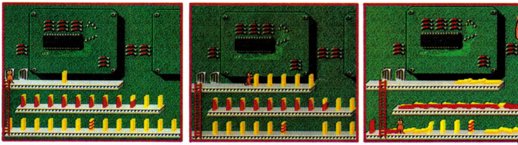
Move the Exploder down one floor and place it to the left of the Bridger one space. Now take two Standard dominoes back up and shove off.

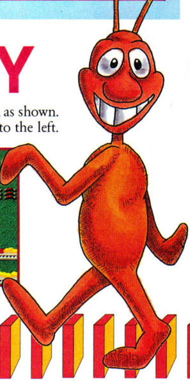


39

TAKE IT EASY

Time's tight! Move the four Standard dominoes to the upper level, as shown. Push, jump down to the right and move the Stopper all the way to the left.

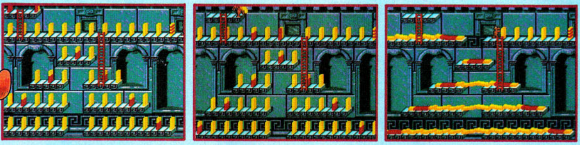




51

HOP TO IT

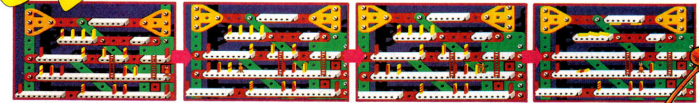
Move the Splitter and Exploder from the ledge in the upper left to the positions shown. Instead of starting the run by pushing, pick up a Standard domino and jump from the ledge onto the Splitter. After the explosion, jump down to the right, climb the ladder to the platform with the Trigger and push.

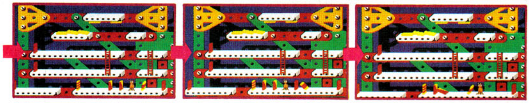


TRAP THE TUMBLER

67

Arrange the three dominoes on the left in a Bridger-Exploder-Stopper combo, then move the Stopper from the platform above the entrance down to trap the first Tumbler. Let the second Tumbler fall into oblivion, then blast through the floor, taking a Stopper with you.

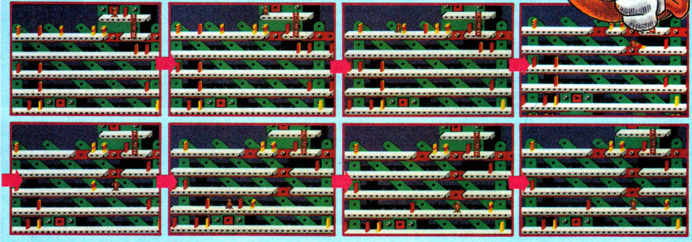




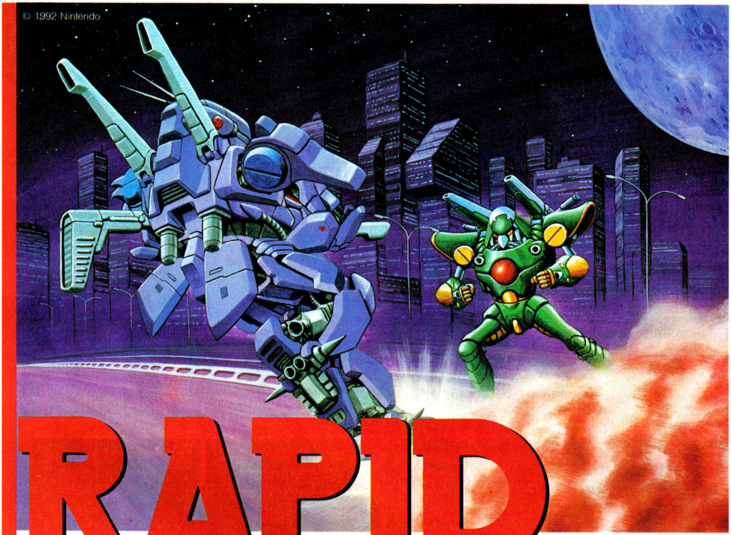
75

IT'S A BLAST

Carry the Stopper down the ladder, then climb back up and jump from the left. Leave the right Tumbler where it is. Put the other one beside the Trigger. Move the Bridger over next to the Exploder, then push the Tumbler and bomb a tunnel to the top.



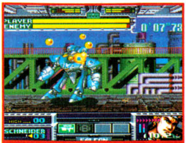
© 1992 Nintendo



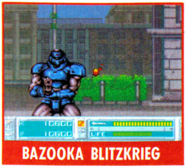
RAPID FIRE!

TAKE AIM ON THESE BLAZING GAMES!

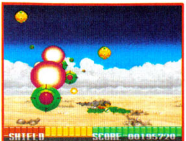
Nintendo's Super Scope comes with six games. That's great, but we knew you wanted more! Now, the first round of supplementary Super Scope titles is hitting the stores. X-Zone from Kemco, Bazooka Blitzkrieg from Bandai, and Battle Clash from Nintendo will take Super Scope owners to new worlds to do battle with some amazing robots and invading alien forces. Because the Super Scope has such a great degree of precision, the play control or "shooting control" on each of these games is excellent. X-Zone and Bazooka Blitzkrieg have an option which allows you to place crosshairs on the screen by pressing the Cursor Button. Shoot from the hip—you don't even have to look through the sight! As far as graphics go, Battle Clash is the winner of the three. There is fantastic detail on the robot bosses and backgrounds. Basically, the strategy of these three games is to shoot everything in sight . . . at the right time. Quick reflexes and a good eye will turn you into a Super Scope champion!



BATTLE CLASH



BAZOOKA BLITZKRIEG



X-ZONE

BATTLECLASH™

© 1992 Nintendo

A WORLDWIDE BATTLE

The 21st century ushered in a new era of technology. The 21st century also saw the collapse of 20th century values and the world economic structure. Natural disasters and war raged across the globe. The Earth became a world of hopelessness. The only form of amusement left was the Battle Game. Standing Tanks, or ST's, were created. They were giant, hydraulically operated robots which often took on human-like forms. Help Mike and his ST Falcon take on the Battle Game masters.

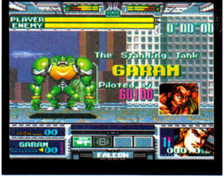
PLAYER
ENEMY
FALCON

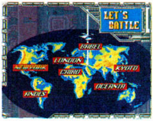
STAGE 1

WHO'S THE FOOL?

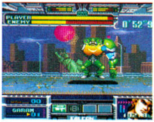
Guido, the slob who pilots Garam, thinks you are very foolish to challenge him and his green, frog-like robot. After demolishing his ST, he'll still be unable to accept the fact that you are a force to be reckoned with.

GARAM

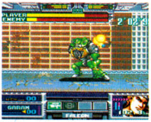




The ST battles begin in New York and will take you to the four corners of the world . . . and beyond!



One arm gone! Use machine gun fire to fend off Garam's pulse attacks.

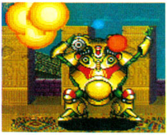


Work quickly on the other shoulder and the chest area to finish Garam off.

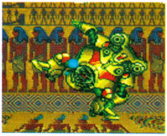
STAGE 2

SCARAB

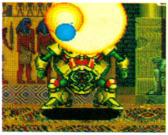
For the second battle, you'll travel to Cairo to clash with Ikhnaton and his expensive Scarab. It's rumored that the Scarab has a weak spot in its midsection. If you happen to see a door open up, take aim and nail the area with an Energy Blast.



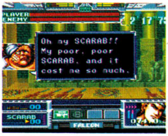
An Energy Blast won't damage Scarab's thick armor. Look for a weak spot.



A-ha! There's the elusive weak spot! Scarab is now vulnerable to attack.



A nice head shot, but try to concentrate mainly on Scarab's weak spot.



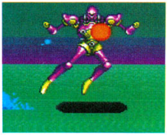
Oh my SCARAB!! My poor, poor SCARAB, and it cost me so much.

Ikhnaton will whine about how much his Scarab cost after you dust it off.

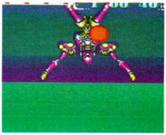
STAGE 3

LORCA

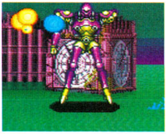
This robot jockey from London thinks his ride is the most beautiful thing on the face of the Earth. Actually, he thinks *he's* the most beautiful thing on Earth. He'll be sorely mistaken when you mess him up! Lorca is not very large and can move quite fast, so it can be difficult to hit him.



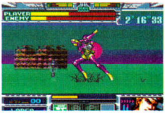
Lorca moves quickly, so you may have to "lead" him a bit to score hits.



Lorca fires off a barrage of shots when it jumps up and spins around.



You can blow Lorca's limbs off, but they will come back. Keep firing!



You've got a Bomb in reserve. Use it!

TM AND © BANDAI AMERICA

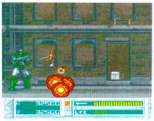
TIME TO SWEEP THE STREETS

BAZOOKA BLITZKRIEG™

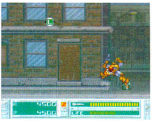
Sylon Inc.'s robots have invaded your city. No one seems to know why. Armed with your Super Scope and a ration of rockets, your job is to terminate all of the robots in the city. Move through the streets and scope out anything that looks like it doesn't belong. You can also blast things that *do* belong! Earn bonus points by annihilating cans, bottles, street lights and street signs. Don't let the "amusement factor" distract you from your mission, though.

STAGE 1 ROBOT ROAD

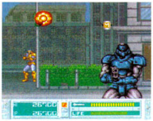
This street is laced with an assortment of formidable mechanoids. Be careful when shooting windows—there may be a robot lurking behind it just waiting to shoot you!



A robot appears in the window.

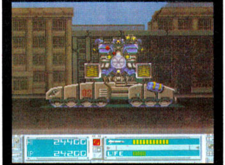


Nailed! Be sure to get the Life Pod.



Blaze the blue robot with a rocket.

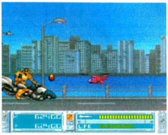
STREET BOSS



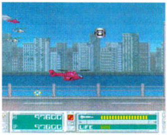
Hold the Fire Button down and fire off your full supply of rockets if necessary. Double-click the Cursor Button to launch a rocket.

STAGE 2 BANZAI BRIDGE

Robots on rocket cycles fly by and will try to gun you down. A well-placed rocket blast will take out the helicopters in the background. You'll need to lead them a bit to score a hit.



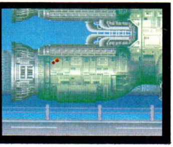
Shoot the robots first, then go for the helicopters in the background.



Don't ever shoot the Skull Pod. Some of your Energy will be taken away.

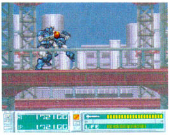
MOTHER SHIP

Shoot the cannons on the side of the ship before they shoot you. Pelt the front of the ship with rocket blasts.

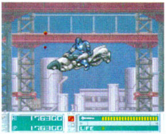


STAGE 3 ELEVATOR ACTION

The invading robots have taken over a building that was under construction and are using it as a base of operations. Take the elevator up, take aim, and gun down the robots.



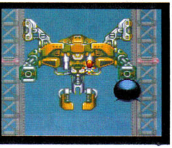
Nice shot! You won't be able to shoot through the girders or railings.



The skycycle jockeys will show up between the girders. Rockets away!

ROCKET LAUNCHER

Be aware of the rockets that the boss shoots from his "arms." Take them out before they have a chance to reach you.



INFILTRATE THE X-TERMINATION ZONE

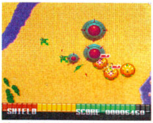
© 1992 KEMCO

The Nation's defense system has suffered a malfunction. Your mission in X-Zone is to infiltrate the research center, Compound X. The defense system mainframe Bio-computer is located there. Luckily, you have been provided with a fully decked-out, Class A Exo-armor suit. Compound X is located in the middle of a vast desert. When you think about it, total global extinction would not be a good thing. However, it just may happen if you can't complete the mission!

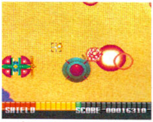
STAGE 1

DOWNWARD DESCENT

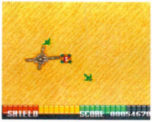
Using the anti-gravity floatation boots that your Exo-armor suit is equipped with, you'll descend toward Compound X. You'll know when your targeting mechanism has locked on to an enemy because red crosshairs will appear on it.



Blast the Recon Pods and Drones.



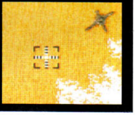
Use the crosshairs to target enemies.



Shoot the Power Pod to gain Energy.

HIP SHOOTING

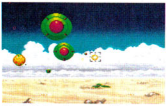
One of the nice things about X-Zone (and Bazooka Blitzkrieg) is the crosshairs option. By pressing and holding the Cursor Button, the crosshairs appear on the screen. You can hold the Super Scope anywhere. How about shooting from behind your back?



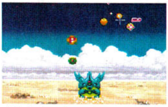
STAGE 2

DESERT STRIKE

When you arrive at the desert floor, a bevy of robotic ground forces will be there to meet you. The screen scrolls to the right, but enemies will be coming at you from all angles.



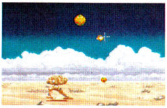
Uh-oh. You're about to get hit, but your Plasma Launcher can save you.

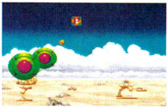


A Mole-drone has surfaced. Shoot it, then shoot the valuable Power Pod.

BLOW ITS HEAD OFF!

The Alpha Class Patrol Tanks won't go down easily. Trash their upper half first, then the legs. Get the Power Pod!

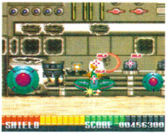




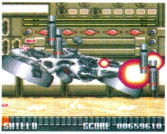
STAGE 3

FORTIFIED WALL

The outer wall and gates surrounding Compound X have been heavily fortified with machine gun batteries, artillery cannons and extremely fast anti-personnel Sentries.



Just shoot everything in sight because everything in sight will blow up!



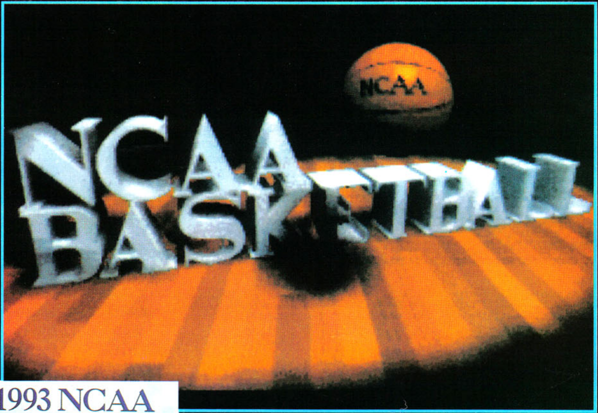
This ironclad hover-craft will rain a barrage of missiles down upon you.

NEW SCOPE TITLES

There are more great Super Scope games in the works and on the way soon. T2: The Arcade Game promises to be a big blast! The Hunt for Red October and a Tom & Jerry game will also have Super Scope options.

PLAYER'S POLL CONTEST

Catch MARCH M



1993 NCAA
FINAL FOUR®
NEW ORLEANS

Grand Prize:

- **WIN A TRIP FOR 2 TO NEW ORLEANS**
- **GET TICKETS TO THE NCAA FINAL FOUR GAMES COURTESY OF *Rawlings*®**
- **TAKE HOME AN NCAA BASKETBALL GAME FOR YOUR SUPER NES**

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Which games are at the top of your holiday wish list? (Use the numbers from the back of this card to identify the games.)

1. Super NES
   a.___ b.___ c.___
2. NES
   a.___ b.___ c.___
3. Game Boy
   a.___ b.___ c.___

B. What kind of Player's Guide would you like to see us come out with next?

1. A Super NES II Guide
2. A Guide on one game, like Zelda: A Link to the Past and Mario Mania
3. A Guide on a special topic, like the Top Secret Passwords Guide or the NES Game Atlas

C. Would you like to know more about the people who make Nintendo Power?

1. Yes 2. No

D. What do you do with the poster that comes in each month's issue?

1. I always take it out to hang on the wall.
2. If I really like it, I hang it up.
3. I never take it out. I keep it in the magazine so I can use the maps on the back of it.
4. I never take it out. I always keep my magazines intact.
5. I don't care about the poster.

E. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. Please indicate, in order of preference, your five favorite NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite Super NES games.

J. Trivia Test: Which team won the 1992 NCAA Championship?

Answers to the Player's Poll - VOLUME 43

Name ______________________ Tel. ______________

Address ______________________________________

City ______________ State ______________ Zip ______________

Membership No. ______________________ Age ______________

Please answer by circling the numbers that correspond to the survey questions above.

A.
1 a.___ b.___ c.___ 2. a.___ b.___ c.___ 3. a.___ b.___ c.___

B.
1 2 3

C.
1 2

D.
1 2 3 4 5

E.
1 2 3 4 5 6

F.
1 2

G. Indicate numbers 1-80 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____
H. Indicate numbers 81-120 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____
I. Indicate numbers 121-181 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____
J. Trivia Test Answer ______________________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

NES Games

1. The Addams Family
2. Adventure Island III
3. Adventures of Lolo III
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Captain America and the Avengers
10. Casino Kid 2
11. Castlevania II-Simon's Quest
12. Castlevania III-Dracula's Curse
13. Contra Force
14. Crash 'N' the Boys
15. Crystalis
16. Defenders of Dynatron City
17. Déjà Vu
18. Disney's Rescue Rangers
19. Double Dragon II
20. Double Dragon III
21. Dragonstrike
22. Dragon Warrior
23. Dragon Warrior II
24. Dragon Warrior III
25. Dr. Mario
26. Final Fantasy
27. The Flintstones
28. Gargoyle's Quest
29. G.I. Joe
30. Gold Medal Challenge
31. Joe & Mac
32. The Legend of Zelda
33. Lemmings
34. The Little Mermaid
35. Maniac Mansion
36. Mega Man III
37. Mega Man IV
38. Metroid
39. Monopoly
40. NES Open Tournament Golf
41. NES Play Action Football
42. Nightshade
43. Ninja Gaiden 3
44. Panic Restaurant
45. Power Blade 2
46. Prince of Persia
47. Batman: Return of the Joker
48. Robin Hood
49. The Rocketeer
50. Roger Clemens MVP Baseball
51. Shatterhand
52. The Simpsons: Bart vs. the Space Mutants
53. The Simpsons: Bart vs. the World
54. Smash TV
55. Snow Bros.
56. Space Shuttle Project
57. SpiderMan
58. Stanley: The Search for Dr. Livingston
59. Star Trek
60. StarTropics
61. Star Wars
62. Super Off-Road
63. Super Mario Bros.
64. Super Mario Bros. 2
65. Super Mario Bros. 3
66. T & C 2: Thrilla's Surfari
67. Tecmo Super Bowl
68. Teenage Mutant Ninja Turtles
69. Tetris
70. Terminator 2: Judgment Day
71. Tiny Toon Adventures
72. TMNT II: The Arcade Game
73. TMNT III
74. Tom & Jerry
75. Ultima: Warriors of Destiny
76. Ultimate Air Combat
77. Vice: Project Doom
78. Where in the World is Carmen Sandiego?
79. Wizards & Warriors III: Kuros' Visions of Power
80. Zelda II: The Adventure of Link

Game Boy Games

81. The Addams Family
82. Adventure Island
83. Barbie
84. Batman
85. Battletoads
86. Castlevania II: Belmont's Revenge
87. Choplifter II
88. Double Dragon II
89. Double Dragon III
90. Dr. Mario
91. Faceball 2000
92. Final Fantasy Adventure
93. Final Fantasy Legend
94. Final Fantasy Legend 2
95. The Flintstones
96. F1 Race
97. Gauntlet 2
98. Home Alone
99. The Hunt for Red October
100. Jeep Jamboree
101. The Jetsons: Robot Panic
102. Kid Icarus
103. Kingdom Crusade
104. Kirby's Dream Land
105. Lazlo's Leap
106. Mega Man in Dr. Wily's Revenge
107. Metroid II: The Return of Samus
108. Operation C
109. Prince of Persia
110. RoboCop
111. The Simpsons: Escape From Camp Deadly
112. Spider-Man
113. Star Wars
114. Super Mario Land
115. Super Mario Land 2
116. Super RC Pro-Am
117. Sword of Hope
118. Tecmo Bowl
119. Terminator II: Judgment Day
120. Tetris
121. TMNT: Back from the Sewers
122. TMNT: Fall of the Foot Clan
123. Tom & Jerry
124. Top Gun: Guts and Glory
125. Track & Field
126. Turn and Burn
127. Ultima: The Runes of Virtue
128. Wave Race
129. Wordtris
120. WWF Superstars II

Super NES Games

121. The Addams Family
122. The Addams Family: Pugsley's Scavenger Hunt
123. ActRaiser
124. Arcana
125. Axelay
126. Batman Returns
127. Best of the Best
128. Bill Laimbeer's Combat Basketball
129. Bulls vs. Blazers
130. Cybernator
131. Desert Strike
132. Drakkhen
133. Equinox
134. FaceBall 2000
135. Final Fantasy II
136. Final Fantasy Mystic Quest
137. Final Fight
138. F1 ROC
139. F-Zero
140. Gradius III
141. Hal's Hole-in-One Golf
142. Hit the Ice
143. The Hunt for Red October
144. Jimmy Connors' ProTennis Tour
145. John Madden's Football '93
146. Krusty's Super Fun House
147. The Legend of Zelda: A Link to the Past
148. Lemmings
149. The Lost Vikings
150. Magic Sword
151. Magical Quest Starring Mickey Mouse
152. Mario Paint
153. Monopoly
154. NBA AllStar Challenge
155. NCAA Basketball
156. NHLPA Hockey '93
157. Nolan Ryan's Baseball
158. Out of This World
159. Pilotwings
160. Populous
161. Push-Over
162. Road Runner's Death Valley Ralley
163. R.P.M. Racing
164. Shanghai II: Dragon's Eye
165. SimCity
166. The Simpsons: Bart's Nightmare
167. Super Smash T.V.
168. Soul Blazer
169. Sonic Blast Man
170. Space Megaforce
171. Street Fighter II
172. Super Adventure Island
173. Super Baseball Simulator 1.000
174. Super Bases Loaded
175. Super Bowling
176. Super Castlevania IV
177. Super Ghouls 'N Ghosts
178. Super Mario Kart
179. Super Mario World
180. Super Off Road
181. Super R-Type

Place
Stamp
Here

Nintendo Power
P.O. BOX 97062
REDMOND WA 98073-9762

BACK ISSUE / TIP BOOK ORDER FORM

Don't miss out! Complete your collection with these classic issues of Nintendo Power. Prices listed include the cover price plus the cost of shipping and handling.

Terry Gross
Name

R.R.1 200 Truman Rd
Address

Great Bend, Kansas 67536
City State Zip

(316) 793-3496 #07697282-7
Phone Membership No.

Please check method of payment:
☒ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

Credit Card Number Expiration Date

Cardholder's Signature Telephone No. ( )

Cardholder's Name

Item	Quantity (Limit 5 of each issue)	Issue	U.S. Price	Canadian Price	Total Amount
#21793		Volume 22 (Mar. '91)	$4.50	$6.00	$
#21795		Volume 23 (Apr. '91)	$4.50	$6.00	$
#22261		Volume 24 (May '91)	$4.50	$6.00	$
#22263		Volume 25 (June '91)	$4.50	$6.00	$
#22265		Volume 26 (July '91)	$4.50	$6.00	$
#22267		Volume 27 (Aug. '91)	$4.50	$6.00	$
#23371		Volume 28 (Sept. '91)	$4.50	$6.00	$
#23243		Volume 29 (Oct. '91)	$4.50	$6.00	$
#23245		Volume 30 (Nov. '91)	$4.50	$6.00	$
#23707		Volume 31 (Dec. '91)	$4.50	$6.00	$
#23709		Volume 32 (Jan. '92)	$4.50	$6.00	$
#23711		Volume 33 (Feb. '92)	$4.50	$6.00	$
#23713	1	Volume 34 (Mar. '92)	$4.50	$6.00	$ 4.50
#24602		Volume 35 (Apr. '92)	$4.50	$6.00	$ 4.50
#24604		Volume 36 (May '92)	$4.50	$6.00	$
#24606		Volume 37 (June '92)	$4.50	$6.00	$
#24608		Volume 38 (July '92)	$4.50	$6.00	$
#24610		Volume 39 (Aug. '92)	$4.50	$6.00	$
#24612		Volume 40 (Sept. '92)	$4.50	$6.00	$
#25014		Volume 41 (Oct. '91)	$4.50	$6.00	$
#20685		Set (Vol. 1-6)	$24.00	$26.00	$
#22741		Set (Vol. 7-12)	$24.00	$26.00	$
#24949		Set (Vol. 13-19)	$24.00	$26.00	$
		Strategy Guides			
#19687		Super Mario Bros. 3 (Vol. 13)	$4.50	$6.00	$
#20683		Ninja Gaiden 2 (Vol. 15)	$4.50	$6.00	$
#21121		Final Fantasy (Vol. 17)	$4.50	$6.00	$
#21175		4-Player Extra (Vol. 19)	$4.50	$6.00	$
		Tip Books			
#6979		The Legend of Zelda: Tips and Tactics	$4.95	$6.00	$
#4405		How to Win at Super Mario Bros.	$4.95	$6.00	$
		Players' Guides			
#22403		NES Game Atlas	$18.00	$25.50	$
#22404		Game Boy	$18.00	$25.50	$
#23247		Mario Mania	$18.00	$25.50	$
#24330		Super NES	$18.00	$25.50	$
#25013		Zelda - A Link to the Past (NEW!)	$18.00	$25.50	$

Washington State residents add 8.2% sales tax (multiply subtotal by .082). Offer valid while supplies last! Allow six to eight weeks for delivery. Enclose this card along with your payment or credit card information in a stamped envelope and mail them to this address: Nintendo Power Magazine, P.O. Box 97032, Redmond, WA 98073-9732

Subtotal $ 9.00
Sales Tax $ —
Total $ 9.00

ADNESS! with Rawlings

SECOND PRIZE: 10 Winners

Official NCAA Championship Basketballs

Rawlings
RLO
NCAA

and

NCAA BASKETBALL
Nintendo
Crash the boards like never before!
NCAA
SUPER NINTENDO

NCAA BASKETBALL Game Paks for your Super NES

THIRD PRIZE:

IN-YOUR-FACE NINTENDO POWER Ts

NINTENDO POWER

50 Winners

OFFICIAL CONTEST RULES

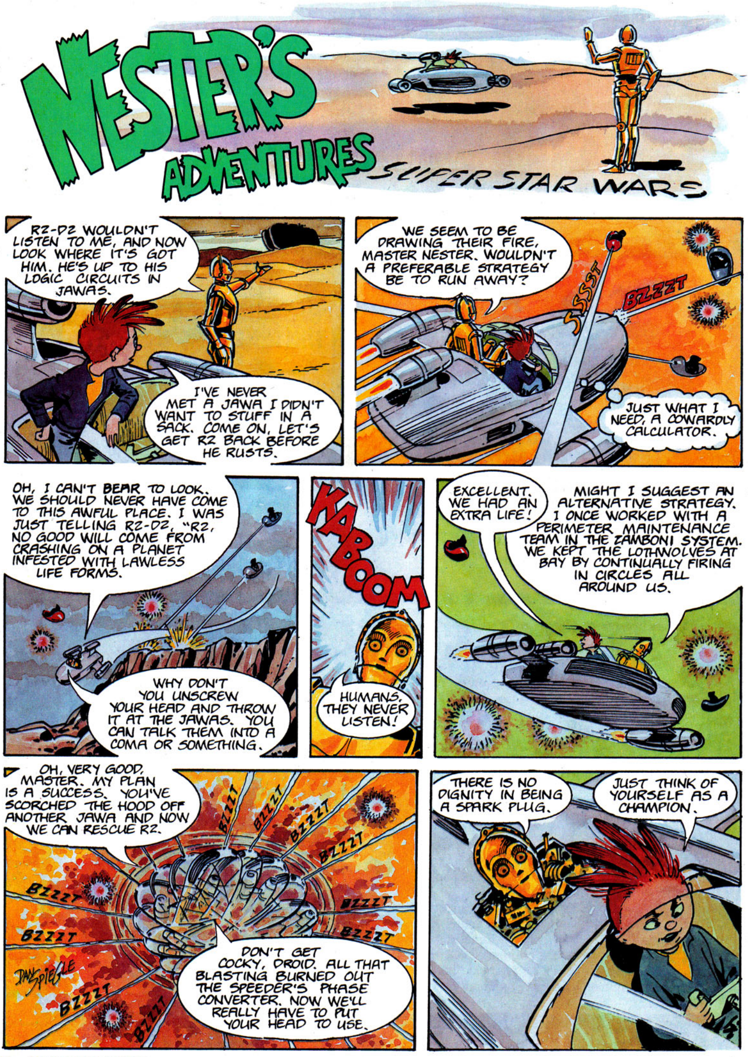
To enter, either fill out the Player's Poll response card or print your name, address, telephone number and the answer to the trivia question on a plain 3 1/2″ × 5″ card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL CONTEST Vol. 43
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than January 2, 1993. We are not responsible for lost, stolen or misdirected mail.

On or about January 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after January 30, 1993, send your request to the address above.

GRAND PRIZE TRIP: Nintendo will provide Final Four tickets and arrange air travel and accommodations in New Orleans for the Grand Prize winner and one guest. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $3000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.


NESTER'S ADVENTURES
SUPER STAR WARS
R2-D2 WOULDN'T LISTEN TO ME, AND NOW LOOK WHERE IT'S GOT HIM. HE'S UP TO HIS LOGIC CIRCUITS IN JAWAS.
I'VE NEVER MET A JAWA I DIDN'T WANT TO STUFF IN A SACK. COME ON, LET'S GET R2 BACK BEFORE HE RUSTS.
WE SEEM TO BE DRAWING THEIR FIRE, MASTER NESTER. WOULDN'T A PREFERABLE STRATEGY BE TO RUN AWAY?
SSSST
BZZZT
JUST WHAT I NEED, A COWARDLY CALCULATOR.
OH, I CAN'T BEAR TO LOOK. WE SHOULD NEVER HAVE COME TO THIS AWFUL PLACE. I WAS JUST TELLING R2-D2, "R2, NO GOOD WILL COME FROM CRASHING ON A PLANET INFESTED WITH LAWLESS LIFE FORMS.
WHY DON'T YOU UNSCREW YOUR HEAD AND THROW IT AT THE JAWAS. YOU CAN TALK THEM INTO A COMA OR SOMETHING.
KABOOM
HUMANS. THEY NEVER LISTEN!
EXCELLENT. WE HAD AN EXTRA LIFE!
MIGHT I SUGGEST AN ALTERNATIVE STRATEGY. I ONCE WORKED WITH A PERIMETER MAINTENANCE TEAM IN THE ZAMBONI SYSTEM. WE KEPT THE LOTHWOLVES AT BAY BY CONTINUALLY FIRING IN CIRCLES ALL AROUND US.
OH, VERY GOOD, MASTER. MY PLAN IS A SUCCESS. YOU'VE SCORCHED THE HOOD OFF ANOTHER JAWA AND NOW WE CAN RESCUE R2.
BZZZT
BZZZT
BZZZT
BZZZT
BZZZT
BZZZT
BZZZT
BZZZT
BZZZT
DON'T GET COCKY, DROID. ALL THAT BLASTING BURNED OUT THE SPEEDER'S PHASE CONVERTER. NOW WE'LL REALLY HAVE TO PUT YOUR HEAD TO USE.
DAN SPIEGLE
THERE IS NO DIGNITY IN BEING A SPARK PLUG.
JUST THINK OF YOURSELF AS A CHAMPION.

POWER PLAYERS

ACTRAISER

Mason Sheffield	Kingsland, GA	Finished
Michael Slaughter	Salt Springs, FL	Finished
Mike Adams	Spring Valley, CA	Finished
Nathan Fitzgerald	Gibsonia, PA	Finished
Paul Krawczonek	Westmount, PQ	Finished
Rob Nowacki	Ottawa, ON	Finished

BATMAN: RETURN OF THE JOKER

Mike Sindorf	Plattsmouth, NE	Finished
Jeff Sneed	Milford, OH	Finished
Nathan Derksen	Burlington, IA	Finished
Nicholas Lurz	Norfolk, NE	Finished
Chris & Ryan Krueger	Medford, MA	Finished

DARIUS TWIN

Mike Rolfe	Rising Sun, MD	Finished
Wesley McGrew	Collinsville, MS	Finished
Andrew Ariens	Lemoore, CA	Finished
Jedadiah Moody	Wilton, CT	Finished
John Keyser	Baltimore, MD	Finished
Mary Neat	Madison, WI	Finished
Lee Vickers	Manchester, TN	Finished
Noel Vanek	Coulterville, IL	Finished

DR. MARIO

Sandy Welle	Albany, MN	325,200
Mike Holmes	Littleton, NH	320,100
Verna Osburn	Sacramento, CA	290,100
Thomas Mann	Des Moines, IA	263,100
Nari Mann	Des Moines, IA	204,300

DRAGON WARRIOR III

Charles Johnston	Lake Land, FL	Finished
Steven Frandsen	Antioch, CA	Finished
Courtney Clay	Nashville, TN	Finished
Eric Fuller	El Paso, TX	Finished
Cathy Zuniga	Alexandria, VA	Finished
John Tagliamonte	Dearborn Heights, MI	Finished
Richard Germain	Fabreville, PQ	Finished

FINAL FANTASY II

Dackral & Corley Phillips	Altoona, AL	Finished
Matthew Johnson	Columbus, IN	Finished
Jason Han	Orangeburg, NY	Finished
Jason Insley	Grand Rapids, MI	Finished
Jason Ireland	Silvis, IL	Finished

HOME ALONE

Brian O'Donnell	Acton, MA	Finished
Debra Greene	Grand Junction, IA	Finished
Derek Johnson	Waupaca, WI	Finished
James Rabon	Missouri City, TX	Finished
Michelle & Jerry Morgan	Scranton, PA	Finished
Scott McWade	Melbourne, FL	Finished

LAGOON

Josh & Ben Casson	Rockville Centre, NY	Finished
Len Woida	Marietta, GA	Finished
Michael Starcher	Dallas, TX	Finished
Rick Willard	Henderson, TX	Finished
Alex Gutierrez	Youngstown, OH	Finished
Carina Gibba	Jacksonville, AR	Finished
Jack Grebski	Hartsdale, NY	Finished
Katherine Sanders	Houston, TX	Finished
Michael & Adam Stewart	Warren, MA	Finished
Kevin Houston	Dahlonega, GA	Finished

THE LEGEND OF ZELDA A LINK TO THE PAST

Blake Carroll	Palos Verdes Estates, CA	Finished
Brian Bresina	Virginia Beach, VA	Finished
Craig Sandell	Houston, TX	Finished
Doug Neps	Yorkville, IL	Finished
Edward Sampson	Jackson, MI	Finished
Jason Lollis	Honea Path, SC	Finished
Noah Ostby	Terre Haute, IN	Finished
Richard & David Lechich	Bremerton, WA	Finished
Robert Stenberg	Las Vegas, NV	Finished
Carl Christopherson	Albia, IA	Finished
Clinton Rupert	Tamaque, PA	Finished

METROID II RETURN OF SAMUS

Tony Williams	Bloomington, IN	Finished
Chris Smith	Ames, IA	Finished
Ken Kelly	Columbia Station, OH	Finished
Jose Contreras	Chicago, IL	Finished
Doug Phillips	Twin Falls, ID	Finished

MONSTER IN MY POCKET

Tim Perry	Orangeville, ON	Finished
Charles LaMarsh	Hillsboro, OR	Finished
Martin Franssen	Lafayette, LA	Finished
Adam & Alex Manson	Salem, OR	Finished
Derek Taylor	Bolivar, MO	Finished
Jason Klinkner	Newport, OR	Finished
William Conner	Brookings, OR	Finished
Kiley Ryan	Morgantown, WV	Finished

THE SIMPSONS: BART VS. THE WORLD

Justin Lindh	Billings, MT	Finished
Craig Meland	Olmsted Falls, OH	Finished
Jay Cartwright	Raleigh, NC	Finished
Bob Walz	Onsted, MI	Finished

SUPER CASTLEVANIA IV

Ryan & Brent Donaldson	Hamilton, ON	Finished
Joseph Harris	Lake Wales, FL	Finished
Andy & Ryan Midura	Ware, MO	Finished
Cristos Karras & Carlos Morales	Brossard, PQ	Finished
Cliff May	Laguna Niguel, CA	Finished
Kenny Newman	Murrells Inlet, SC	Finished
Randy Lukken	Superior, WI	Finished
Rob & Matt Parkins	Ansonia, CT	Finished
Roy Bolton	Oscoda, MI	Finished

SUPER MARIO LAND

Mindy Serin	Studio City, CA	Finished
Luther Anton	Miami, FL	Finished
Calvin Butter	Houston, TX	Finished
Sammy Hest	Brooklyn, NY	Finished
Michael Fergon	Palm Springs, CA	Finished
Kevin Cole	Zebulon, NC	Finished
Ty Francis	Worland, WY	Finished

SUPER MARIO WORLD

Jason Kuether	Meredith, NH	Finished
Jesse Mehrbach	Lyme, NH	Finished
Tom Mohoer	Saint Louis, MO	Finished
Tony Davis	Hetland, SD	Finished
Matt & Jim Finch	Amherst, NH	Finished
Roger Sjolseth	Apache Junction, AZ	Finished
Chris & Steven Gaultier	Crosby, MS	Finished
Mike Sheahan	Washington, DC	Finished

SUPER R-TYPE

Derek Friese	Jackson, MO	Finished
Jason Petroze	Fontana, CA	Finished
Mike Ihly	Denver, CO	Finished
Becky Hutt	Los Angeles, CA	Finished
Dieter O'Bardy	Chicago, IL	Finished
Rajesh Gupta	Spotswood, NJ	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

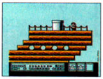
TOP 20
NINTENDO POWER
NINTENDO
POWER

The big movers for the last Top 20 of 1992 were the Super NES Turtles and Super Mario Kart. Early Pro voting for Capcom's Magical Quest gave it a very strong showing. Likewise, Super Mario Land 2 and Mega Man II made impressive moves in the Game Boy category. It's lookin' hot for '93!

NES

1 11,903 POINTS 6 MONTHS

SUPER MARIO BROS. 3



The silly look on Bowser's face when he tumbles through the castle floor is just too good not to repeat.

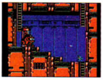
2 10,746 POINTS 6 MONTHS

THE LEGEND OF ZELDA

What hasn't been said about this fantastic game? Maybe we'll think of something clever to say next month!

3 7,499 POINTS 10 MONTHS

MEGA MAN IV



Dr. Wily kidnapped Dr. Cossack's daughter and has deployed Toad Man and a cast of others to stop Mega Man.

4 7,083 POINTS

BATTLETOADS

Their point total fell almost a thousand beans from last month, but the 'Toads still gained a spot.

5 6,154 POINTS

TMNT III: THE MANHATTAN PROJECT

Falling three spots, but not out of the Top 5, the Turtles continue to bone up on their ninja skills.

6	6,068 POINTS	TECMO SUPER BOWL
7	6,044 POINTS	FINAL FANTASY
8	4,242 POINTS	MEGA MAN II
9	3,920 POINTS	MEGA MAN III
10	3,881 POINTS	DR. MARIO
11	3,770 POINTS	TETRIS
12	3,689 POINTS	ZELDA II: THE ADVENTURE OF LINK
13	3,561 POINTS	METROID
14	3,353 POINTS	SUPER MARIO BROS. 2
15	3,286 POINTS	DRAGON WARRIOR III
16	3,102 POINTS	MEGA MAN
17	2,822 POINTS	TMNT II: THE ARCADE GAME
18	2,456 POINTS	YOSHI
19	2,325 POINTS	CRYSTALIS
20	2,208 POINTS	MONOPOLY

SUPER NES

1 21,181 POINTS
6 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

Capcom's Super NES translation of the arcade sensation gives game playing nations cause for celebration!

2 16,655 POINTS
12 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

The young lad, Link, waits for the day when Gannondorf the Thief will leave his homeland of Hyrule for good.

3 9,941 POINTS
2 MONTHS

TMNT IV: TURTLES IN TIME

Players everywhere are jumping into Shredder's Time Gate and are warping along with the rockin' Turtle brigade.

4 7,203 POINTS

SUPER MARIO WORLD

What's the easiest way into the Valley of Bowser? Players are still fighting hard to get in there.

5 6,194 POINTS

CONTRA III: THE ALIEN WARS

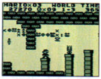
Jimbo and Sully blast their way back into the Top 5 as they assault Red Falcon's Main Base.

6	5,697 POINTS	FINAL FANTASY II
7	5,051 POINTS	SUPER CASTLEVANIA IV
8	4,070 POINTS	F-ZERO
9	3,554 POINTS	SIMCITY
10	3,324 POINTS	SUPER MARIO KART
11	3,243 POINTS	MAGICAL QUEST STARRING MICKEY MOUSE
12	3,108 POINTS	MARIO PAINT
13	2,675 POINTS	SUPER STAR WARS
14	2,615 POINTS	ACTRAISER
15	2,052 POINTS	SUPER GHOULS 'N GHOSTS
16	1,986 POINTS	WWF SUPER WRESTLEMANIA
17	1,983 POINTS	FINAL FIGHT
18	1,755 POINTS	TOP GEAR
19	1,603 POINTS	KRUSTY'S SUPER FUN HOUSE
20	1,557 POINTS	THE ADDAMS FAMILY

GAME BOY

1 12,961 POINTS
27 MONTHS

SUPER MARIO LAND



Soon, everyone will catch on to Mario's second Game Boy adventure, but his first outing still rules supreme.

2 11,954 POINTS
12 MONTHS

METROID II: RETURN OF SAMUS

Still battling the point spread for the coveted top slot, Samus Gains a little ground on Mario this month.

3 6,390 POINTS
13 MONTHS

BATTLETOADS

Jumping up once again, it just goes to show that it ain't easy keeping a good group of battling 'Toads down.

4 5,342 POINTS

DR. MARIO

He still has the cure. If you don't know what the cure is...you should definitely find out!

5 4,806 POINTS

MEGA MAN II

This game managed to make its way into the upper regions of the Top 20. It debuts in a big way!

6	4,702 POINTS	SUPER MARIO LAND 2–6 GOLDEN COINS
7	4,636 POINTS	FINAL FANTASY ADVENTURE
8	4,282 POINTS	TMNT: FALL OF THE FOOT CLAN
9	4,219 POINTS	FINAL FANTASY LEGEND II
10	4,087 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
11	3,902 POINTS	TMNT II: BACK FROM THE SEWERS
12	3,809 POINTS	MEGA MAN IN DR. WILY'S REVENGE
13	3,686 POINTS	FINAL FANTASY LEGEND
14	3,354 POINTS	YOSHI
15	3,172 POINTS	FACEBALL 2000
16	3,162 POINTS	BATMAN: RETURN OF THE JOKER
17	3,094 POINTS	KIRBY'S DREAM LAND
18	2,553 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
19	2,449 POINTS	CASTLEVANIA: THE ADVENTURE
20	2,432 POINTS	TETRIS

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Aaron Rader
Bettendorf, IA

- TMNT III: The Manhattan Project
- Mega Man IV
- Tecmo Super Bowl
- The Legend of Zelda
- Gremlins 2

PLAYER'S PICKS

Corey Kaiser
Snohomish, WA

- Mega Man IV
- Battletoads
- Ninja Gaiden III: The Ancient Ship of Doom
- Final Fantasy
- Castlevania III: Dracula's Curse

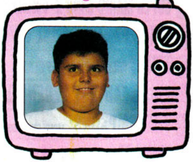
PLAYER'S PICKS

Arend Miller
Camanche, IA

- The Immortal
- Mega Man IV
- The Uninvited
- The TMNT III: The Manhattan Project
- Skate or Die 2

PLAYER'S PICKS

Antonio Lucero
Alamogordo, NM



- Super Mario Bros. 3
- Battletoads
- Mega Man III
- Double Dragon III
- TMNT II: The Arcade Game

PLAYER'S PICKS

PLAYER'S PICKS

Steward Raven
Stockton, CA

- Mega Man IV
- Super Mario Bros. 3
- Rescue Rangers
- Punch-Out!!
- Super Mario Bros.

PLAYER'S PICKS

PLAYER'S PICKS

Kristoffer Dizon
San Francisco, CA

- TMNT III: The Manhattan Project
- Super Mario Bros. 3
- WWF Wrestlemania Challenge
- Major League Baseball
- Mega Man IV

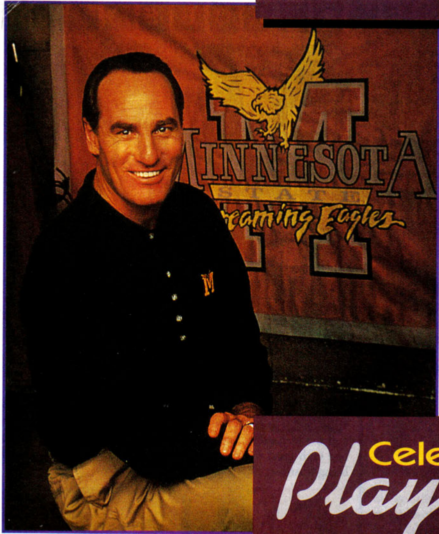
PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Role Playing games. Cast a vote for your favorites in the Player's Poll this month.

Top 5 Game Boy Action/Adventure games: Player's Picks for December 1992

1. Super Mario Land
2. Metroid II: Return of Samus
3. Battletoads
4. TMNT II: Back from the Sewers
5. TMNT: Fall of the Foot Clan



Craig T. Nelson

If Craig T. Nelson -- winner of the 1992 Emmy Award for Outstanding Lead Actor in a Comedy Series for his portrayal of "Coach" -- were to create his own Nintendo video game, its object would be to find lost car keys or locate missing dogs. That doesn't describe your typical video game, but then, Craig T. Nelson is far from your typical actor. With writing, directing, producing and starring to his credit, he has little spare time. When he does, you're likely to find this actor, an auto racing enthusiast, either on the raceway or at home playing video games in preparation for the "real thing."

Celebrity Player Profile

NP: If Nintendo were to design a video game specifically for you, what would its goal be?

CTN: It would be great to have Nintendo develop this game for me in particular. Since I'm always looking for my car keys or my dogs, it would be fantastic to have Nintendo invent a game in which the object is to find misplaced car keys and locate lost dogs.

NP: If you could design a video game yourself, what would it be about?

CTN: As a matter of fact, I've been thinking about doing exactly this for quite a while. If I were to design a Nintendo game, it would be a graphic race course. The player would actually be seated in the driver's seat. It would almost be "environmental"the driver would be able to tell how fast he's going and feel the thrill and emotions that go along with speed. This game would also have multitrack capabilities.

NP: What is your favorite video game?

CTN: My "favorite" game changes on a regular basis. I've always enjoyed the boxing games, but the Mario Bros. games became too complex for me. My current favorite is F-Zero. As a car enthusiast, I use F-Zero to help me with my driving concentration. I usually play F-Zero the night before a race. I have found that if I can do really well on F-Zero, my concentration the following day is right on target. It's a great preparation tool for me.

NP: Where do you usually play Nintendo games?

CTN: I particularly enjoy playing games at home with my son on the weekend, when I have some free time. I'll tell you something that's very interesting to me: when I was a kid growing up, my diversions were the radio and comic books. And now, kids are growing up with video games. It's fascinating to see how growing up with Nintendo has helped my son with computers and other hightech equipment.

NP: As you know, Mario is the ultimate Italian plumber. How would he fare with you as his Coach?

CTN: Oh, he'd be in DEEP trouble that is, if I could ever catch up with him. And if I ever did catch up with him, he would make those distracting sounds of his and divert my sense of concentration. Urrrgh...it's so frustrating.

NP: The character you play, Coach Hayden Fox, has been described as a self-centered, blustering but fundamentally goodhearted man. How are you similar to or different from "Coach?"

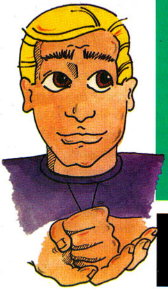
CTN: I am dynamically different from the character I play on "Coach." Our lifestyles and priorities are completely distinct. If Coach Hayden Fox were to meet me, he would dislike me immediately, Without a doubt, I would find him much more interesting than he would find me.

NP: What advice can "Coach" give to Nintendo players?

CTN: I'd like to encourage all Nintendo players to become avid readers, as I encourage my own son to be. I feel that reading is the foundation for the ability to communicate. If it were a Nintendo game or anything else that allows for the communication of information, I would be a real fan.

Craig T. Nelson, pictured here with the rest of the cast, calls the plays on his hit weekly sit-com, "Coach."

GEORGE & ROB'S



NOW PLAYING

DECEMBER 1992

TWO GUYS' OPINIONS ON THE LATEST RELEASES

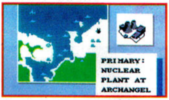
There are a lot of new releases to talk about in this issue. So let's get right down to it.

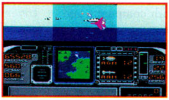
F-117A STEALTH FIGHTER

The sleek Stealth Fighter soars through nine risky missions in this two-player, simultaneous flight simulator. One player pilots the jet while the other player controls weapons systems. Fight off squadrons of enemy jets, then set your sights on ground targets in Libya, the Middle East and other dangerous locations.

GEORGE I got lost in the clouds trying to figure this one out. I think that you'd have to spend a lot of time learning how to control the fighter before you could have a really rewarding playing experience.

ROB I didn't get anywhere near my ground targets when I was playing this game because I was too busy blasting jets out of the air. It would be easier if you could start closer to the targets. As it is, it's a little too confusing. I'd only recommend it to real fighter plane fanatics.



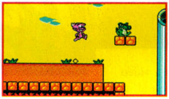


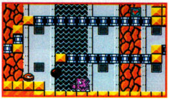
WIDGET

The wacky purple alien, Widget, clashes with the likes of Mega Slank, Bizarro, Dr. Dante and Flim and Flam McSham in this five-stage side-scroller. He can transform into various shapes in order to battle the baddies and get hints from the Mega Brain if he's at a loss for winning moves.

GEORGE This is an above average side-view action game, but I think it may be a little difficult for the mostly young audience that it is likely to attract.

ROB My first impression was that the game would be good for young players because of the graphics and the characters, but it's pretty hard. I think that only someone with great reflexes could get very far in this game without being frustrated.



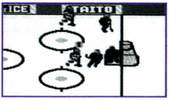


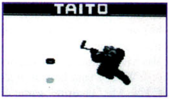
HIT THE ICE

Paired-down hockey teams hit the ice and each other in this fast-paced one- or two-player game. If you've eluded your opponents, you can pull off an unstoppable Super Shot for a guaranteed score.

GEORGE This is an easy-to-understand hockey game. I like the general sense of control and the Super Shots.

ROB It's difficult to figure out who's got the puck when you're on defense in this game. Otherwise, the game is not bad.



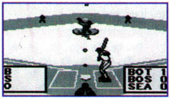


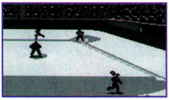
ROGER CLEMENS MVP BASEBALL

After successful NES and Super NES releases, Roger Clemens MVP Baseball has made its way to Game Boy. This innovative take on baseball keeps close to the action by switching view-points while the ball is in play. Teams from Major League Baseball cities compete for division titles.

GEORGE I like the changing viewpoint in this game. It puts a player into the action. But it does take a while to figure out where to throw the ball after fielding it.

ROB I really like this one. It's got good animation and a cool view on the action. The computer-controlled team still beats my team every time. I have a better chance against another human player.



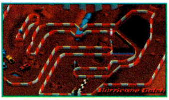


SUPER OFF-ROAD

The nitro-fueled racer, Super Off-Road, completes its Nintendo systems hat trick with this single-player Game Boy translation. Fly by the competition on 14 mud-packed tracks and improve your vehicle using victory loot.

GEORGE I'm glad that the programmers decided not to shown the entire track on a single screen. That would've made the Racetrucks way too small. As it is, they're tiny, but manageable.

ROB I would have liked for this to be a multi-player game, but it's still fun as a race against computer-controlled vehicles.



2ND
$100,000
+$ 60,000
CASH BONUS
NOA
1ST
$150,000
+$ 30,000
CASH BONUS
M.T
3RD
$50,000
+$ 10,000
CASH BONUS

GEMFIRE

The medieval world of Gemfire is split by warring factions. In the four scenarios of this strategy-oriented game, your mission is to unite the provinces by befriending their leaders or taking them over. One or two players can participate by taking turns with the computer-controlled opponents and making moves toward the unification of the land.

GEORGE This one is strictly for fans of strategy-oriented games that have a lot of depth but very little action.

ROB You have to invest a lot of time in this game before it gets really interesting. It's definitely not for players who want immediate gratification.

Erin & Ander
Flax's Shame
Terian's War
▸Gemfire
Saved game 1
Saved game 2
Scenario 4
Play which scenario?

Eselred
60(4)
Day 1
Centra
Loryn
149(30)

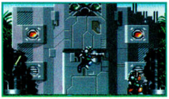
The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

GUNFORCE

Alien commandos are annihilating Earth in this two-player simultaneous combat exercise. Your mission is to fight through five stages of alien territory and put an end to the destruction.

GEORGE While the play control is less than intuitive, Gunforce does feature good two-player simultaneous action and some cool vehicles.

ROB I think that I'd rather plug in Contra III: The Alien Wars. This game just seems like a tired imitation.

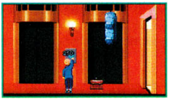


HOME ALONE 2: LOST IN NEW YORK

Home Alone 2: Lost in New York follows Kevin McCallister as he eludes the bumbling burglars, Harry and Marv, and survives an adventure in the Big Apple. Super NES, NES and Game Boy versions of this four-stager follow the same script. After a race through a posh hotel, Kevin dashes through Central Park, battles the burglars in a huge townhouse and makes a run for it through the city streets. Kevin's special items include a Super Punch Gun and a Bell that allows him to knock out enemies with a super somersault.

GEORGE The graphics are pretty cool for the Super NES version of this game. I also like the Super Punch Game and the somersault move. What I don't quite understand is why there are jumping garment bags and suitcases that move by themselves.

ROB The good news is that this game is consistent on all three systems. The bad news is that it's not great. I find it to be frustratingly difficult at the beginning. The first thing that happens in the game, if you wait around for two seconds, is that Kevin is strangled by the bellhop.



Super NES, NES and Game Boy versions of Home Alone 2: Lost in New York follow the story of the hit movie through four stages of burglar-busting action.

JEOPARDY! FEATURING ALEX TREBEK

The digitized image of Alex Trebek provides the answers and up to three players attempt to buzz in with the appropriate questions in this Super NES adaptation of the popular game show, Jeopardy! In addition to great Super NES graphics and 3,500 all new answers and questions, the game includes a Stopper that gives the contestants several seconds to read an answer before they are allowed to buzz in with a question.

GEORGE This one's a lot of fun and a must-have for Jeopardy! nuts.

ROB I like this game a lot. But even with 3,500 answers and questions, I ran into a few repeats after three playing sessions. That might be a concern for players who plan on playing the game a lot.

$100
$200
$300
$400

PRINCE OF PERSIA

A young adventurer has two hours to escape from the dungeon of a huge Persian castle and climb 20 floors to the top of the tower in order to save the princess from the evil Jaffa. This Personal Computer classic, which has also been adapted to Game Boy and the NES, features incredible character animation and detailed graphics.

GEORGE This is a very fun and challenging game. Since the character moves so smoothly on the screen, he almost seems real. It does take a while to get used to the controls and, for that reason, can be frustrating at times. But overall, it's a great game.

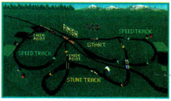
ROB The Prince of Persia games have brought on a real revolution in character movement. This one has fantastic graphics and animation. Some of the ways that the character bites the dust may be a little too graphic, but that would be my only point of criticism.

RACE DRIVIN'

This arcade game translation features three race tracks and a from-the-driver's-seat viewpoint. The object is to stay on the track, cross the check points in the allotted time and complete as many laps as you possibly can.

GEORGE I like the idea of daredevil driving on jumps, loops and banked turns, but the action in this game is so rough and slow that driving through these areas gives no sensation of danger or realism.

ROB It's not as thrilling as it could be.

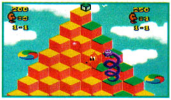


Q*BERT

The wacky round character with the long nose makes his Super NES debut in this fast-paced puzzler. Help Q*Bert clear more than 100 playfields of cube-hopping action and avoid contact with Bad Balls, Coilies and other Q*Bert-crushing creatures.

GEORGE I don't quite see why there's a need for a Super NES version of Q*Bert since the game and character are so basic, but it is well executed.

ROB I kept jumping off the edge when I was playing this game. I just didn't have a lot of control over my Q*Bert because of the angular shift between the controller and what you see on the screen. Nevertheless, I do like the graphics and variety of the game and I know that, in time, I could learn to keep control over the character.

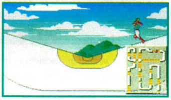


CALIFORNIA GAMES II

California Games 2 from DTMC brings home the fun of the Golden State to Super NES players everywhere. The five events are hang gliding, skate boarding, snow boarding, body surfing and water jet racing. Nothing is exactly what it seems in California. These events all have some wild twists, such as in hang gliding, during which you drop water balloons at following targets while keeping out of the reach of sharks.

GEORGE I think the fun factor of this game is helped out by the craziness of the events. Dropping water balloons on sharks isn't exactly sane behavior. The comic graphics also look sharp.

ROB Control on some of the events can be a bit awkward. During the body surfing event, the control sequence for turning at the top of the wave is almost impossible. Too bad there aren't more events or variations of events.

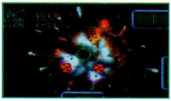


WARP SPEED

Star Bases of the Galactic Armed Services (G.A.S.) are under attack. As the pilot of a G.A.S. Starship, you must fly through black holes, from one quadrant to the next, and defend the bases. You can choose to enter any of seven individual missions or clear a campaign of four missions in a row.

GEORGE There's not a lot of excitement in this game, except during the fighting scenes, and those are sometimes few and far between.

ROB I don't quite understand why the R Button is used for firing weapons. But, other than that, this is a cool mix of spacecraft simulation and action. I like it.



NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BATMAN RETURNS	KONAMI	1P/PASS	3.4	3.5	3.3	3.2	SUPERHERO ACTION
CAESARS PALACE	VIRGIN GAMES	1P	2.9	3.3	3.0	2.8	GAMES OF CHANCE
F-117A STEALTH FIGHTER	MICROPROSE	2P-S/PASS	2.7	2.6	2.8	3.0	COMBAT ACTION
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	2.5	2.6	2.5	2.5	COMIC ACTION
JAMES BOND JR.	T*HQ	1P/PASS	3.2	2.8	2.9	3.1	SECRET AGENT ACTION
TECMO NBA BASKETBALL	TECMO	2P-S/BATT	3.2	3.1	3.4	3.6	BASKETBALL
WIDGET	ATLUS	1P/PASS	3.1	3.1	2.9	3.1	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BONK'S ADVENTURE	HUDSON	1P	3.4	3.6	3.4	3.5	COMIC ACTION
F-15 STRIKE EAGLE II	MICROPROSE	1P/PASS	3.1	2.9	3.0	3.1	COMBAT ACTION
HIT THE ICE	TAITO	2P-S	2.8	2.8	2.9	2.9	HOCKEY
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	3.0	2.8	2.6	2.5	COMIC ACTION
LOONEY TUNES	SUNSOFT	1P	3.8	3.6	3.4	3.7	COMIC ACTION
ROGER CLEMENS MVP BASEBALL	LJN	2P-S/PASS	3.2	3.0	3.2	3.4	BASEBALL
SUPER MARIO LAND 2	NINTENDO	1P/BATT	4.2	4.3	4.1	4.1	COMIC ADVENTURE
SUPER OFF-ROAD	TRADEWEST	1P	3.0	3.0	2.8	3.0	RACING

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BATTLE CLASH	NINTENDO	2P-A	3.8	3.9	3.6	3.7	SUPER SCOPE ACTION
BAZOOKA BLITZKRIEG	BANDAI	4P-A	3.5	3.8	3.3	3.0	SUPER SCOPE ACTION
DESERT STRIKE: RETURN TO THE GULF	ELECTRONIC ARTS	1P/PASS	3.4	3.6	3.8	3.6	COMBAT ADVENTURE
GEMFIRE	KOEI	2P-A/BATT	3.0	2.7	3.3	3.2	ROLE PLAYING
GUNFORCE	IREM	2P-S	3.3	3.0	3.2	2.8	COMBAT ACTION
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	2.9	2.8	2.6	2.6	COMIC ACTION
IMPERIUM	VIC TOKAI	1P	3.5	3.6	3.3	3.1	SCI-FI ACTION
JEOPARDY! FEATURING ALEX TREBEK	GAMETEK	3P-S	3.3	3.5	3.7	3.8	GAME SHOW
PRINCE OF PERSIA	KONAMI	1P/PASS	3.8	3.5	3.7	3.9	HERO QUEST
PUSH-OVER	OCEAN	1P/PASS	3.4	3.1	3.8	3.9	PUZZLE ACTION
Q*BERT 3	NTVIC	2P-A	3.2	3.4	3.1	3.3	PUZZLE ACTION
RACE DRIVIN'	T*HQ	1P	2.4	2.4	2.3	2.6	RACING
ROAD RUNNER'S DEATH VALLEY RALLY	SUNSOFT	1P	4.3	2.9	3.6	3.7	COMIC ACTION
SONIC BLAST MAN	TAITO	1P	3.7	3.6	3.8	3.7	SUPER HERO ACTION
SPIDER-MAN AND THE X-MEN	LJN	1P	3.8	3.2	3.4	3.8	SUPERHERO ADVENTURE
WARP SPEED	ACCOLADE	1P/PASS	3.0	3.1	3.3	3.5	SCI-FI ACTION
X ZONE	KEMCO	1P	3.2	3.4	3.2	3.2	SUPER SCOPE ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
D = THEME AND FUN

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

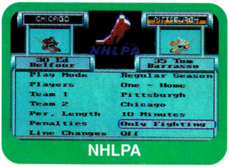
PAK WATCH

BLAST OFF

Electronic Arts Play of the Week

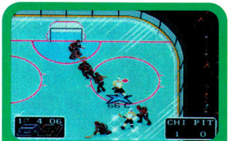
NHLPA sounds more like a national plumbing organization than the coolest hockey game this side of Hudson's Bay, but Electronic Arts has really put the action on the ice. NHLPA Hockey '93 (the PA stands for Players' Association) features great realism and playability in the first Super NES hockey game. Besides the exceptional control, which mimics real skating right down to limiting the radius of your turns, NHLPA has solid graphics, real NHL players, 24 teams, Penalty or Fighting Only options and great sound. The Artificial Intelligence controlling the players on both teams is excellent, which means that scoring is tough, just like in the big leagues.

Another big league sports entry from EA is John Madden Football '93. For straight-forward football action, this game goes the distance, retaining most of the features of last year's hit release. Special historical teams are a great addition to this version. You can play with such monster squads as the Miami '72 team, Oakland '76, San Francisco '84, Chicago '85, or Big John's all-time all stars. Both NHLPA and John Madden '93 have the standard Electronic Arts Sports Network features of two-player contests, Passwords for continuing play-off action and lots of play options. It's a winning combination.

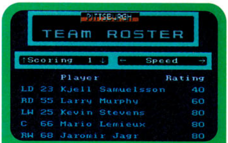


30 Ed Belfour
35 Tom Barrasso
Play Mode Regular Season
Players One - Home
Team 1 Pittsburgh
Team 2 Chicago
Per. Length 10 Minutes
Penalties Only Fighting
Line Changes Off

NHLPA

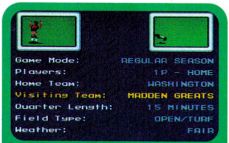


NHLPA

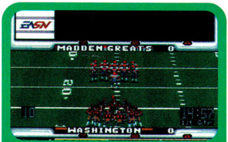


		Player	Rating
LD	23	Kjell Samuelsson	40
RD	55	Larry Murphy	60
LW	25	Kevin Stevens	80
C	66	Mario Lemieux	80
RW	68	Jaromir Jagr	80

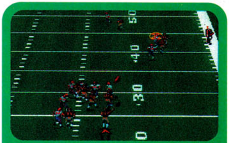
NHLPA


Game Mode: REGULAR SEASON
Players: 1P - HOME
Home Team: WASHINGTON
Visiting Team: MADDEN GREATS
Quarter Length: 15 MINUTES
Field Type: OPEN/TURF
Weather: FAIR

JOHN MADDEN '93



JOHN MADDEN '93



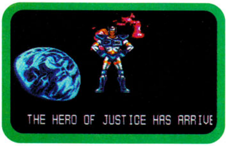
JOHN MADDEN '93

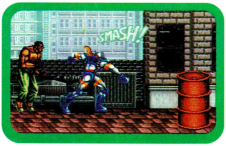
BLAST OFF

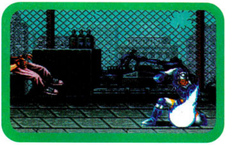
Sonic Blast Man

TAITO

A new super hero has come to Earth to save the day, and his name is Sonic Blast Man. Taito's latest Super NES street-fighting game may look a lot like Final Fight, but the super moves are all new. Sonic Blast Man can jump, punch, spin, kick, whirl enemies around and throw them in the trash. That's just for starters. His super 100 megaton punch can stop a speeding locomotive, at least on the demo screen. As for the game, it can get a bit repetitious after a while, but you do get new moves and greater challenges as you progress. Some of the later enemies, like the semi-invisible creatures in the sewer, are truly unique. If you liked Final Fight, Sonic Blast Man, due out early this winter, should be one Pak to watch.





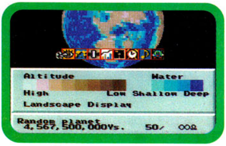


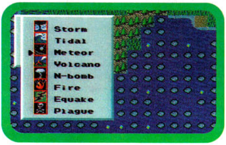
UNDER CONSTRUCTION

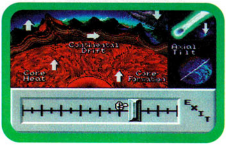
SimEarth

FCI

For the video game player who has everything, how about your own planet? Last year, Pak Watch looked at a Japanese version of SimEarth in its early stages of development. Now we have the nearly complete U.S. version. FYI, SimEarth is based on a computer game by Maxis, the creators of SimCity, and creation is what the game is all about. With control over the aspects of a planet's interrelated ecosystems, you must adjust the balance to encourage the growth of life. Once life appears, you must nurture it until it evolves intelligence. The final result may surprise you. You may wind up with a civilization created by insects or dinosaurs. This version has lots of easily accessible feedback and is actually more fun than the PC original, but don't expect to play it in a hurry. Evolution takes a long time, even on the Super NES. Luckily, there is a way around impatience, because the game includes an unlimited power mode in which you can create life from scratch. A word of warning: fans of SimCity may find SimEarth too slow and complex.





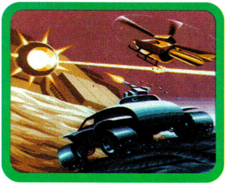


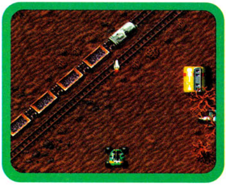
BLAST OFF

Firepower 2000

SUNSOFT

Here's a shooter with a twist. Instead of flying through space, blasting aliens, you're driving a super high tech tank over a futuristic battlefield, or flying overhead in a chopper. The tank was this Pak Watcher's favorite vehicle. It shoots in eight directions and has special weapons options and a jump feature. The action is even better in the two-player option. One player flies while the other drives. The goal is to destroy the computerized war drones who are taking over Earth.



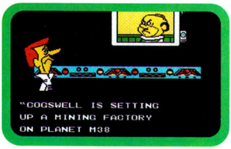


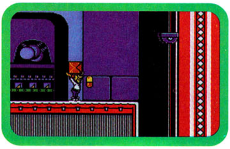
BLAST OFF

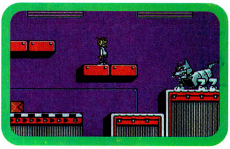
The Jetsons: Cogswell's Caper

TAITO

Mr. Cogswell is walking all over the rights of the aliens when he sets up a new factory, and it's up to George Jetson to put things right. Taito's NES Jetsons captures the look of the classic cartoon series in a multi-level action game. The running and jumping action takes place in various space-age levels with lots of moving platforms and not too many enemies. Boss characters at the end are more of a challenge. You'll receive helpful messages from Rosie, the Jetson's robotic maid, and a gopher-like alien, and deluded rantings of power from Cogswell. Throughout the game, George picks up objects and throws them (similar to Rescue Rangers) and collects hidden items everywhere. For a solid, fun game with good control and few surprises, look for the Jetsons early next year.


"COGSWELL IS SETTING
UP A MINING FACTORY
ON PLANET M38



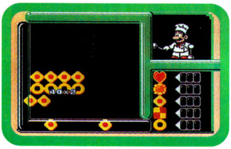


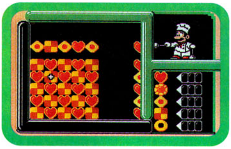
UNDER CONSTRUCTION

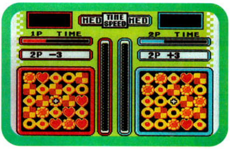
Yoshi's Cookie

NINTENDO

Somewhere along the line, Mario, Yoshi and a cookie factory were added to make it more fun. The basic idea is that scrambled rows of cookies need to be sorted for packing. By moving the rows, you can match cookies and clear lines. When you clear all the cookies, you'll move on to the next, tougher stage. In this sort of puzzle game, the challenge is never-ending. NES and Game Boy versions will be released early in 1993. BPS will release a Super NES version with extra game modes later in 1993, including a special puzzle mode designed by Alexey Pajitnov, the creator of Tetris.





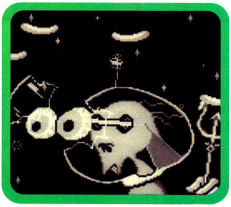


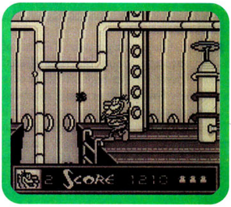
UNDER CONSTRUCTION

Ren & Stimpy

T*HQ Games

The latest cartoon craze is Nickelodeon's Ren & Stimpy, a couple of demented critters who always wind up in outlandish situations. This Game Boy action game starts off in space with Ren's life-cord accidentally being cut. While Ren drifts around outside the ship, Stimpy bumbles about inside. That's where the action is. Stimpy hops, jumps and spits in an effort to save his pal. In the early version we received from T*HQ, the graphics looked good but the play was still a bit rough. Stay tuned for more.

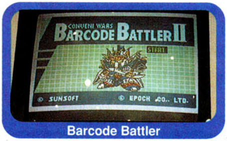




JAPAN WATCH

Once a year in Tokyo, Nintendo and its Japanese licensee companies get together for the Shoshin-kai tradeshow. This year's show was bigger than ever. Top attention-getters included: Final Fantasy V, with up to 100 different character party combinations possible, Sonic Blastman, Top Gear 2 (look for this Pak in mid summer), T&E Soft's Devil Course (golf in impossible fantasy terrain), Power Monger (a PC conversion similar to Populous), SimAnt (take over the backyard with your colony), and Super Mario USA—the game we know as Super Mario Bros. 2—which has never before been released in Japan. The Famicom version of Barcode Battler was also shown, but don't expect to see this die-hard RPG in the U.S.

Sonic Blast Man



Barcode Battler

GOSSIP GALORE

The biggest Pak Watch scoop this month is that Super Empire Strikes Back from Lucasarts is already under development by the same team that created the fantastic Super Star Wars Pak. Darth's return should occur some time next summer. Super NES players have waited long enough for some extra control for their action-packed games. With the new Super Advantage, already released from ASCII, they can have turbo power on all six buttons and an arcade-style joystick. Sunsoft looks like the supreme ruler of Saturday morning software, and their line-up will get even more stupendous in '93 with Superman, Taz, Pirates of the Dark Water and Duck Rogers In The 24th Century for the Super NES. You may remember a Pak Watch mention of an NES game called Crazy Land some time ago. American Softworks has taken that game, added some Trolls, and renamed it, The Trolls In Crazy Land, but the game is the same by any other name. Robin Williams' holiday hit, Toys, has been made into a Super NES game from Absolute.

Ocean's Super NES Addams Family: Pugsley's Scavenger Hunt deals with the strangest family ever, while Spot's Cool Adventure, an action game from Virgin Games for Game Boy, has a world peopled by 7-Up spots instead of humans. If you want a change of pace, maybe Aerobiz—a Super NES airline simulation from Koei—is your ticket to fun. You'll negotiate for routes around the world, buy jets, set ticket prices and run every conceivable aspect of your airline from advertising to maintenance. You can even start price wars! What will they think of next?

Super Advantage

Toys

Choose route
to change.

Aerobiz

FUTURE GAMES FOR THE

NES

Ace Harding: Lost In Las Vegas
Best of the Best
Crash Dummies
The Jetsons: Cogswell's Caper
Mega Man V
Rocky & Bullwinkle
Rollerblade Racer
Terminator
Trolls In Crazy Land
Yoshi's Cookie
Young Indy Chronicles

SUPER NES

Addams Family: Pugsley's Scavenger Hunt
Aerobiz
Batman Returns
Best of the Best
Bubsy
Cal Ripken Jr. Baseball
California Games II
Cybernator
Dragon's Lair
Equinox
Family Dog
Firepower 2000
Gods
John Madden Football '93
King Arthur's World
The Lost Vikings
Magical Quest\Mickey Mouse
NHLPA Hockey '93
Rocky & Bullwinkle
Shanghai II
SimEarth
Sonic Blast Man
Super Conflict
Superman
Taz
Toys
Utopia
Wing Commander

GAME BOY

Battleship
Best of the Best
Looney Tunes
Rampart
Ren & Stimpy
Speedball 2
Spot's Cool Adventure
Xenon II

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 44

JANUARY '93 SUPER ISSUE!

We'll bring in 1993 with a bang! This New Year's addition will feature great game reviews, plus a 48-page subscriber only bonus section jam-packed with cool stuff. Bring it on!

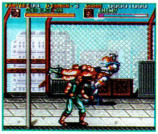
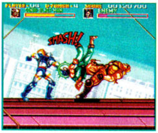
MAGICAL QUEST

Starring Mickey Mouse

This is one outstanding game! Mickey has got to find his ol' pal, Pluto. Emperor Pete must've wanted a dog. Capcom has delivered one of the most graphically beautiful games ever. You have to see it to believe it!

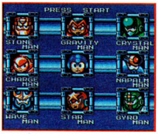
SONIC BLAST MAN

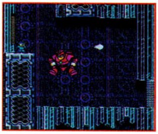
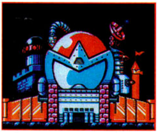
POW! BLAM! BAGOOM! Comic book action comes to life when Taito's hero of justice—Sonic Blast Man—starts knocking heads with the best street-fighting moves since Final Fight.

MEGA MAN 5

You knew it would happen. He's back and we're extremely happy about it! Capcom's fifth Mega Man adventure pits him against the likes of Gyro Man, Gravity Man, Napalm Man and a cast of many others



POWER PUZZLERS ANSWER KEY (from Vol. 42, pg. 105)

Match the places ...

1.	G	M.C. Kids
2.	H	Contra III: the Alien Wars
3.	A	Super Mario World
4.	C	Batman: Return of the Joker
5.	B	Darkwing Duck
6.	J	Zelda: A Link to the Past
7.	F	Castlevania II: Simon's Quest
8.	I	Star Trek
9.	D	Metroid
10.	E	Soul Blazer

Match the villians ...

1.	F	The Hunt for Red October
2.	I	Final Fantasy
3.	A	Soul Blazer
4	G	StarTropics
5.	B	Mega Man IV
6.	D	Robin Hood: Prince of Thieves
7.	E	Battletoads
8.	J	Rescue Rangers
9.	C	The Jetsons
10.	H	A Boy and his Blob

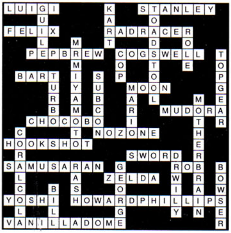
Match the objects ...

1.	G	Faceball 2000
2.	E	T&C 2: Thrilla's Surfari
3.	H	Super Mario World
4.	I	The Addams Family
5.	C	T.M.N.T
6.	D	Smash T.V.
7.	A	Zelda: A Link to the Past
8.	B	Super Mario Bros. 2
9.	E	Felix the Cat
10.	J	Street Fighter II

Match the characters ...

1.	G	Wacky Races
2.	H	The Rocketeer
3.	A	Krusty's Fun House
4.	C	Wings 2: Aces High
5.	B	Zelda: A Link to the Past
6.	J	Power Blade
7.	F	Street Fighter II
8.	I	WWF Super WrestleMania
9.	D	Monopoly
10.	E	Maniac Mansion

CROSSWORD PUZZLE KEY



L	U	I	G	I					K			S	T	A	N	L	E	Y	
			U						A				O						
F	E	L	I	X					R	A	D	R	A	C	E	R			
			L			M			T				D			O			
		P	E	P	B	R	E	W		C	O	G	S	W	E	L	L		T
						M				O			T			E			O
	B	A	R	T		I		S		P			O						P
				U		Y		U			M	O	O	N					G
				R		A		B			A		L				M		E
				B		M		C			R			M	U	D	O	R	A
		C	H	O	C	O	B	O			I						T		R
	C					T		N	O	Z	O	N	E				H		
H	O	O	K	S	H	O	T										E		
	R										S	W	O	R	D		R		
S	A	M	U	S	A	R	A	N		G					R	O	B		B
	L					A			Z	E	L	D	A		W		R		O
	C			B		S				O					I		A		W
Y	O	S	H	I		H	O	W	A	R	D	P	H	I	L	L	I	P	S
	L			L						G					Y		N		E
V	A	N	I	L	L	A	D	O	M	E									R

NINTENDO POWER
SUPER POWER CLUB

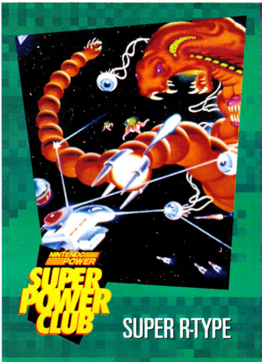
POWER CHALLENGE TRADING CARDS

Look On Page 6 To Find This Month's Winning Trading Cards! • There's a Different Winning Series Every Month!

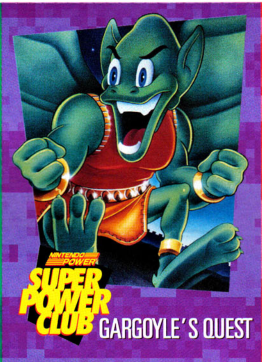
Please see the reverse side for all the details on how to win!

WIN ONE OF 500 SUPER NES GAME PAKS!

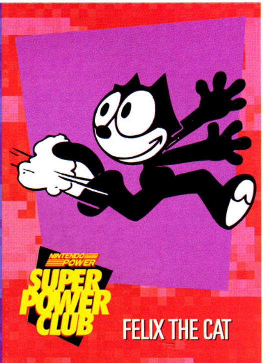
Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Beginner, Novice and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!


NINTENDO POWER
SUPER POWER CLUB

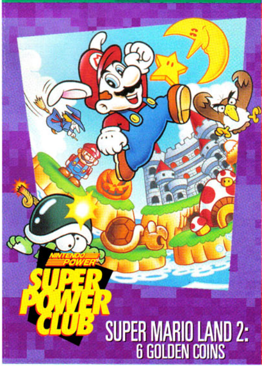
SUPER R-TYPE


NINTENDO POWER
SUPER POWER CLUB

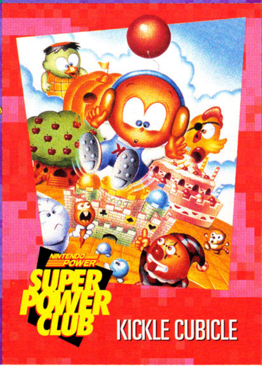
GARGOYLE'S QUEST


NINTENDO POWER
SUPER POWER CLUB

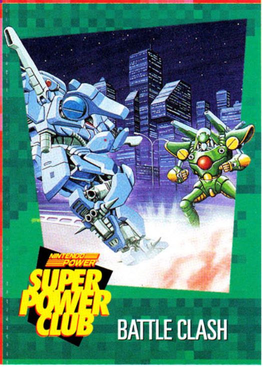
FELIX THE CAT


NINTENDO POWER
SUPER POWER CLUB

SUPER MARIO LAND 2:
6 GOLDEN COINS


NINTENDO POWER
SUPER POWER CLUB

KICKLE CUBICLE


NINTENDO POWER
SUPER POWER CLUB

BATTLE CLASH

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards.If you like, you can trade cards with friends to obtain the winning combination.

If you collect the winning combination of three Power Trading Cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1.The winning combination of Trading Cards
2.Your name, address and phone number
3.Your Club Membership number
4.The correct answer to the following question:

If Fireman Mickey can pump 3.5 gallons of water per minute, how many gallons can he pump in 15 minutes?

Entries must be postmarked no later than January 15, 1993, and must be received by Nintendo no later than January 25, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries.

No purchase necessary. Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered Trading Cards by mail, send self-addressed, stamped envelope, including a hand-written request to the address listed above. Limit one set of numbered Trading Cards by mail per person. No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50; the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than March 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #22

FELIX THE CAT™

DESCRIPTION *The wicked Professor has kidnapped Kitty, and it's up to Felix to track them down through nine stages! Whether you're flying planes, driving tanks, or pouncing from platform to platform, the action never stops!*

CHALLENGE *How far can you go without picking up any Magic Bag Power-Ups?*

Novice: *Past Poindexter*
Intermediate: *Past Gulpo*
Pro: *To the Professor*

SYSTEM: *NES*
GAME TYPE: *Comic Action*
# OF PLAYERS: *1*
RELEASED: *10/92*
COMPANY: *Hudson Soft*

© 1992 Hudson Soft © Felix the Cat Productions, Inc.

POWER CARD #14

GARGOYLE'S QUEST™

DESCRIPTION *You are the legendary Firebrand, defender of the Ghoul realm, and now your land has been invaded by evil from another dimension! Use the powers of fire and flight as you progress through action levels and RPG-like encounters.*

CHALLENGE *Try to make it through the first level without-*

Novice: *Losing 2 lives*
Intermediate: *Losing 1 life*
Pro: *Getting hit*

SYSTEM: *Game Boy*
GAME TYPE: *Hero Quest*
# OF PLAYERS: *1*
RELEASED: *7/90*
COMPANY: *Capcom*

© 1990 Capcom U.S.A., Inc.

POWER CARD #32

SUPER R-TYPE™

DESCRIPTION *Description: The Bydo Empire is on the move again, and it's up to you to stop it! Pilot the famous R-9 through seven stages of finger-blistering action in the greatest R-Type adventure yet!*

CHALLENGE *Challenge: Finish the first stage using only your regular gun and without picking up any Power-Ups on-*

Novice: *Easy level*
Intermediate: *Normal level*
Pro: *Hard level*

SYSTEM: *Super NES*
GAME TYPE: *Space Shooter*
# OF PLAYERS: *1*
RELEASED: *9/91*
COMPANY: *Irem*

™ & © 1991 Irem America Corp.

POWER CARD #41

BATTLE CLASH™

DESCRIPTION *In the distant future, one lone warrior sets out to avenge his father's murder, and you're in the gunner's seat! Battle powerful Standing Tanks around the world on a quest that ultimately takes you to the moon for the final conflict with the evil Thanatos!*

CHALLENGE *How far can you get without using Bombs?*

Novice: *Thanatos on Easy Level*
Intermediate: *The Moon on Medium Level*
Pro: *Babel on Hard Level*

SYSTEM: *Super NES*
GAME TYPE: *Super Scope*
# OF PLAYERS: *2*
RELEASED: *11/92*
COMPANY: *Nintendo*

© 1992 Nintendo

POWER CARD #26

KICKLE CUBICLE™

DESCRIPTION *It's up to Kickle to save the Fantasy Kingdom from the wicked Wizard King! Use his frosty breath to put the enemies on ice in this great puzzle adventure!*

CHALLENGE *Here's the password to the Special Levels: FbgJ IYAX. Try to beat all 30 Special Rooms using only-*

Novice: *Two continues*
Intermediate: *One continue*
Pro: *Zero continues*

SYSTEM: *NES*
GAME TYPE: *Puzzle Adventure*
# OF PLAYERS: *1*
RELEASED: *9/90*
COMPANY: *Irem*

™ & © 1990 Irem America Corp.

POWER CARD #39

SUPER MARIO LAND 2®: 6 GOLDEN COINS™

DESCRIPTION *Mario Land has been taken over by Mario's evil alter-ego, Wario! Travel through the one of the Mario's biggest adventures ever in this awesome Game Boy blockbuster!*

CHALLENGE *Try clearing all of the stages in one of the following zones using only one Mario life-*

Novice: *Turtle Zone*
Intermediate: *Mario Zone*
Pro: *Pumpkin Zone*

SYSTEM: *Game Boy*
GAME TYPE: *Mario Adventure*
# OF PLAYERS: *2*
RELEASED: *10/92*
COMPANY: *Nintendo*

© 1992 Nintendo

DOMINO'S
$25 MILLION NINTENDO® INSTANT WIN GAME

DOMINO'S PIZZA

GET A FREE GAME CARD & FREE BREADSTICKS!

Nintendo® GET A SCRATCH & WIN GAME CARD WITH EVERY PIZZA PURCHASE.*

- **1000** SUPER NES™ SUPER SETS WITH SUPER MARIO WORLD™ AND SUPER MARIO KART™ GAME PAKS.
- **1500** GAME BOYS® WITH TETRIS™ GAME PAK.
- **9 MILLION** WINNERS OF SAVINGS ON DOMINO'S PIZZA®** & COCA-COLA CLASSIC.®+

INTRODUCING DOMINO'S TWISTY BREAD. FREE!

WITH ANY MEDIUM **UNLIMITED TOPPINGS PIZZA** FOR ONLY **$9.99**

DOMINO'S PIZZA

NOBODY KNOWS LIKE DOMINO'S.

How You Like Pizza At Home.

•**No purchase necessary.** Game open to all U.S. residents, age 16 or older. Game cards available with home delivery or at participating Domino's stores. Complete official rules & odds posted at participating Domino's stores, or send a stamped, self-addressed envelope to: Nintendo Rules, c/o Beaumont-Bennett, 114 5th Ave., N.Y., N.Y. 10011. Game starts 11/1/92 and ends 12/31/92 or when all game cards are distributed, whichever occurs first. All claims for prizes or food savings on future purchases must be received by 2/1/93. Residents of CA., MI., & OH. only may send for game cards & rules by mailing hand-printed request & stamped, self-addressed envelope to Domino's Nintendo Game Center, P.O.Box 5654, Kalamazoo, MI. 49003-5654.

© 1992 Domino's Pizza, Inc., Ann Arbor, MI. © 1992 Nintendo © Coca-Cola Company.
® and ™ are trademarks of Nintendo of America, Inc. **® is a registered trademark of Domino's Pizza, Inc. +® is a registered trademark of The Coca-Cola Company.

DELIVERY AREAS LIMITED TO ENSURE SAFE DRIVING. LIMITED TIME ONLY. ©1992 DOMINO'S PIZZA, INC. PARTICIPATING STORES ONLY. OFFER MAY VARY. ONE PORTION PER TOPPING. UNLIMITED TOPPING DEAL IS AVAILABLE THROUGH 12/20/92

High-Powered Greetings!

CHALLENGE SET
THE SYSTEM THAT SET THE STANDARD!
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM

The team at Nintendo Power wishes you a high-powered holiday season full of NES, Super NES and Game Boy fun for the whole family.

Nintendo®